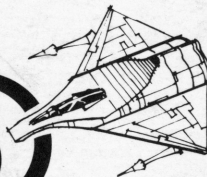
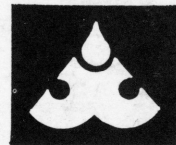


Observer's Directory & Identification Manual

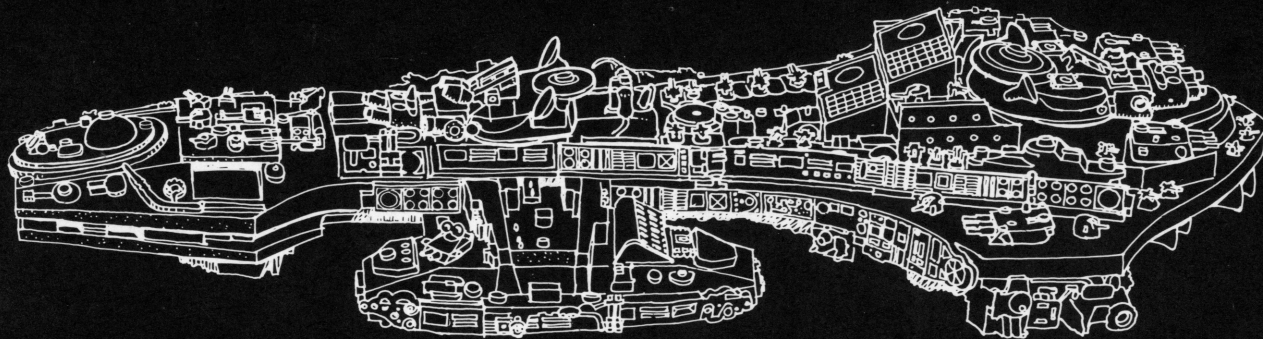
STARSHIPS



Section 1



OP-10-SS (1080)
R8/OGI 79
Serial No. 91053



RESTRICTED

Office of Galactic Intelligence — Identification & Characteristics Section

RESTRICTED

Intergalactic Starships

- 1) The OGI 79 series has undergone continuous changes as a result of current wartime conditions. Although ship types may not have changed drastically through the past few decades, their reconstruction and upgraded sensor and armament components warranted this new recognition manual. As new data becomes available, supplemental pages will be issued to keep the manual up to date.
- 2) Previous recognition manuals contained coverage of ground effect vehicles as well as the galaxies' major starships. These are now covered in a separate publication because of the tremendous numbers of new vehicles that all Five Powers have introduced.
- 3) OGI 79 has prepared from the best available information. It is based upon published material and reconnaissance photographs. It is expected that future revisions will be based on additional photographs, audio-collected material and combat experience.
- 4) The OGI 79 Series is issued as RESTRICTED. As with all recognition manuals, this one has been made available to all combat computers under the IFF heading. Responsible officers may feel free to exercise such latitude and discretion as to ensure a familiarity on the part of our officers and enlisted men with the combat units of the other star powers.

Compiled and written by:

J. A. Jamieson
Rear Admiral, TFSF
Director of Galactic
Intelligence

W.C. Smith
Commodore, TFSF
Chief of Combat
Security Systems

Illustrated by:

R. E. Spicer
Lt. Commander, TFSF
Characteristics and
Identification Section

S.R. Spicer
Lt., TFSF
CIS

INDEX OF ABBREVIATIONS

GD Galactic Dreadnought
GAC Galactic Attack Carrier
GB Galactic Battlecruiser
SC Stellar Cruiser
SD Stellar Destroyer
SD Stellar Destroyer Leader
SGD Super Galactic Dreadnought
GTP Galactic Transport
SS Space Station
SF Star Fighter Attack Craft
CAPTAC Captive Towed Tactical Missile
SAPS Star Armored Pursuit Ship

In reply refer to
initials and no.

OP-10-SS (1079)
R8-1/OGI 79/80
Serial #91053

RESTRICTED

Copyright © 1980 SUPERIOR MODELS INC.
All rights reserved. No part of this work covered by the copyrights hereon may be reproduced or copied in any form or copied by any means – graphis, electronic, or mechanical, including photocopying, recording, taping, or information and retrieval systems – without written permission.

TERRANS

Much of Old Earth's technology was interrupted and destroyed by the last World War in 1987. While this period remains shrouded in mystery due to the loss of many records, enough data has survived to be able to trace mankind's development through the post-atomic era. The war started among several minor countries in what is now the Mediterranean Cultural and Recreational Center, spread to Africa and Asia and eventually drew the empires of North America, Eurasia, and the European continent into conventional warfare. It remains unclear as to who fired the first thermonuclear missile; but what is clear, is that few people survived its effects.

Our short rebuilding period was due largely to help from the Avarian culture. Most of Earth was now uninhabitable due to radiation levels left over from the 20th Century as well as the residue of the Entomalian massacre. For twenty years we labored to build a new Earth but our most important population centers and manufacturing sites had to be located on Luna and Mars. At the same time our first primitive intergalactic battlefleet was constructed on the nearly weightless environs of Luna.

AVARIANS

Their small, dusty planets have a gravity of 0.89 compared to Earth's 1.0. This varies of course, but the home planets closely follow this formula. Vegetation is plentiful with many farms to develop the tremendous amounts of protein the Avarian's diet and metabolism require. Much of the planet's surface is cultivated with fast growing grains that must be continuously irrigated because of the lack of surface water. This lack of water on the planet's surface or in shallow underground reservoirs ruling out long held evolutionary theory that life must evolve in a water environment. Even the Avarians are unable to explain with any scientific certainty how their ancestors survived the rigors of their planets.

Cities are usually built high and are spaced far apart to allow the maximum land area to be devoted to agriculture and protein farms. The architecture is simple in detail but complicated in design and form. Thin spires rising hundreds of meters into the atmosphere support their graceful cities as the legs support the

weaving body of a spider. The flow and sweep of their building lines have few flat panels to mar the sculptured effect of these trade centers.

The Avarians are somewhat shorter than we are with a light, hollow bone structure. Internal organs are similar to ours with the exceptions of a duplicate liver, minor heart system and an organ of unknown function placed anteriorly to the pancreas. Their fast metabolism gives them only a marginally reduced lifespan compared to ours because their advanced medical technology has been able to compensate for the rapid degeneration typical of a species with a high metabolic rate.

ENTOMALIANS

Entomalian lifestyles are the most structured in the galaxy. Three classes of individuals exist on their jungle planets. The Office of Galactic Intelligence (OGI) has classified 76% of the population as workers, 3% as the ruling or managerial class (code named drones) and the remaining 21% are performing military duties. Their society is strongly influenced by the military; a continuous state of war with someone is their way of life. Living quarters and 40% of the manufacturing sites are buried deep underground. The principal energy processing centers are located on the surface, along with extensive agricultural sites. All large animals (principally mammalian!) have been ruthlessly exterminated.

The Entomalian chitinous exoskeleton serves as body armor but is not as protective as our armored infantry's form-fitted plate. Their internal organs are bathed in a green mucoprotein solution that oxygenates the body's cells. Oxygen transfer takes place through pores in the thorax making them susceptible to suffocation when operating in a smoky, gaseous or liquid atmosphere. With four arms to bear weapons, plus their large numbers of soldiers, a fusillade of concentrated firepower can be directed against any target. They tend to be a little slower afoot than we, but utilization of underground trams in their tunnel complexes has caught our troops by surprise on more than one occasion.

CARNIVORES

The Carnivores have been very adaptive to temperature and clim-

ate extremes but their original home planets were largely desert and rock, ensuring that only the toughest individuals would survive. The Carnivores range in height from 1 meter to 2.3 meters with the average individual closer to 2.1 m tall. They suffer from being muscle bound, very strong but not very agile. They have tremendous staying time in extended battle, usually they are capable of effective action twice as our troops.

The combat troops are all seasoned veterans because of constant bickering between city states. Armor is not used but each individual is helmeted, not to provide protection, but to give the commanding officers better tactical control on the battlefield. Principal weapons are the stun pistol and energy axe. Only the heavy assault troops are equipped with laser rifles and mortars. Close combat is the order of the day with individuals keen to engage where their teeth and claws can be used to advantage.

AQUARIANS

The Aquarians live in a watery environment along the equatorial regions of their planets. All major cities, manufacturing plants, and defense sites are situated in at least 70 meters of water. This naturally defensive environment nullifies our ground and atmospheric forces, making it impossible to capture any major sites on their planets. We can bomb these sites but shattered machinery precludes economic exploitation of any victory.

The cities are massive domed structures, the domes being field generated screens similar to those on our starships. When it becomes necessary to enlarge a city, additional power is connected to the generators expanding the dome shielding. Power is derived from geothermal energy with nuclear plants and solar collectors providing auxiliary and back-up power supplies. The domes are 30 meters tall

Pècis

with most of the cities structures extending deep beneath the sea floor. Aquabots do 98% of the servicing and maintenance for these structures and their attendant machinery, freeing the organic population for other duties.

The physical structure of the Aquarians is quite different from our own. They are capable of extracting oxygen from seawater as well as breathing in the atmosphere. In fact, their breathing organs allow them to filter hazardous gases in any environment that might disable them. Their metabolism is much slower than ours making their lifespan considerably longer than any of the other powers. This slow metabolic rate does not hamper their battle speed but does preclude any operational effectiveness in colder environments.

Combat troops are well trained and may be armed with a variety of weapons including laser pistols, beam daggers or swords, particle beam rifles and tactical mortars. Armor is not widely employed. If fitted, it consists solely of a breastplate. Like the Carnivores the Aquarians enjoy close combat using their powerful claws and muscular tail as additional weapons.

Their government is highly centralized. One family has held rule over the Alliance for fourteen generations. This established monarchy has achieved a great deal for its citizens securing their undying devotions. Each city has a ruling body that is responsible to the crown city on the crown planet. While these councils are elected by the people they may be overruled at any time by the monarchy, effectively depriving the citizens of any real voice in their own destiny.

Biological Unit



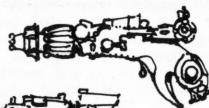
Entomalian Empire VENNOS High Clan Warrior

High Clan Warrior Vennos is the Entomalians leading tactician as well as its most sadistic conquerer. His legend has grown with each star system that he has captured. Entire populations have been systematically annihilated, not just to make room for the Entomalian hordes but for their more important agricultural sites. Without additional food centers the Entomalians cannot support their far flung empire and teeming population.

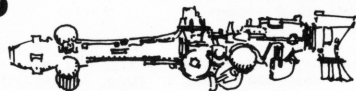
Vennos is depicted in the full battle dress of an Entomalian warrior. His outfit of weapons include a heavy laser rifle, a short range laser pistol hung on his left hip, and a beam dagger on his right lower thigh. More insidious than these is his 80cm stinger that causes instant paralysis. With this natural weapon and four arms to bear an assortment of manufactured weapons, it is inadvisable to try close combat with any Entomalian warrior.

Additional power packs for his weapons are hung on his utility belt. A radio transmitter and receiver is implanted in the top of the head in the shape of the Entomalian power symbol. Every Bug has this device implanted at birth, giving them instantaneous communication with each other. The chest is covered with external filters allowing the Bugs to breathe in adverse atmospheres. As with all insects oxygen transfer takes place through pores in the thorax making them susceptible to suffocation in liquid or toxic gas atmospheres.

OGI-79 RESTRICTED



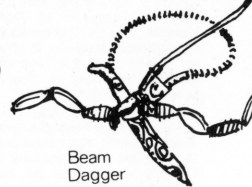
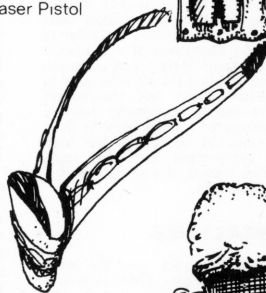
Short Range
Laser Pistol



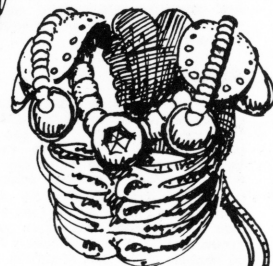
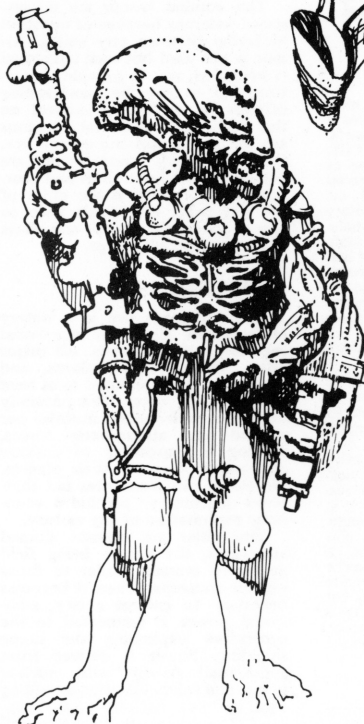
Heavy Laser
Rifle



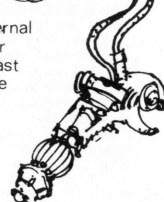
Utility
Belt



Beam
Dagger



External
Filter
Breast
Plate



Biological Unit



Short
Beamed
6cm Laser Blade
w/ recharge
pack

Avarian/United Worlds

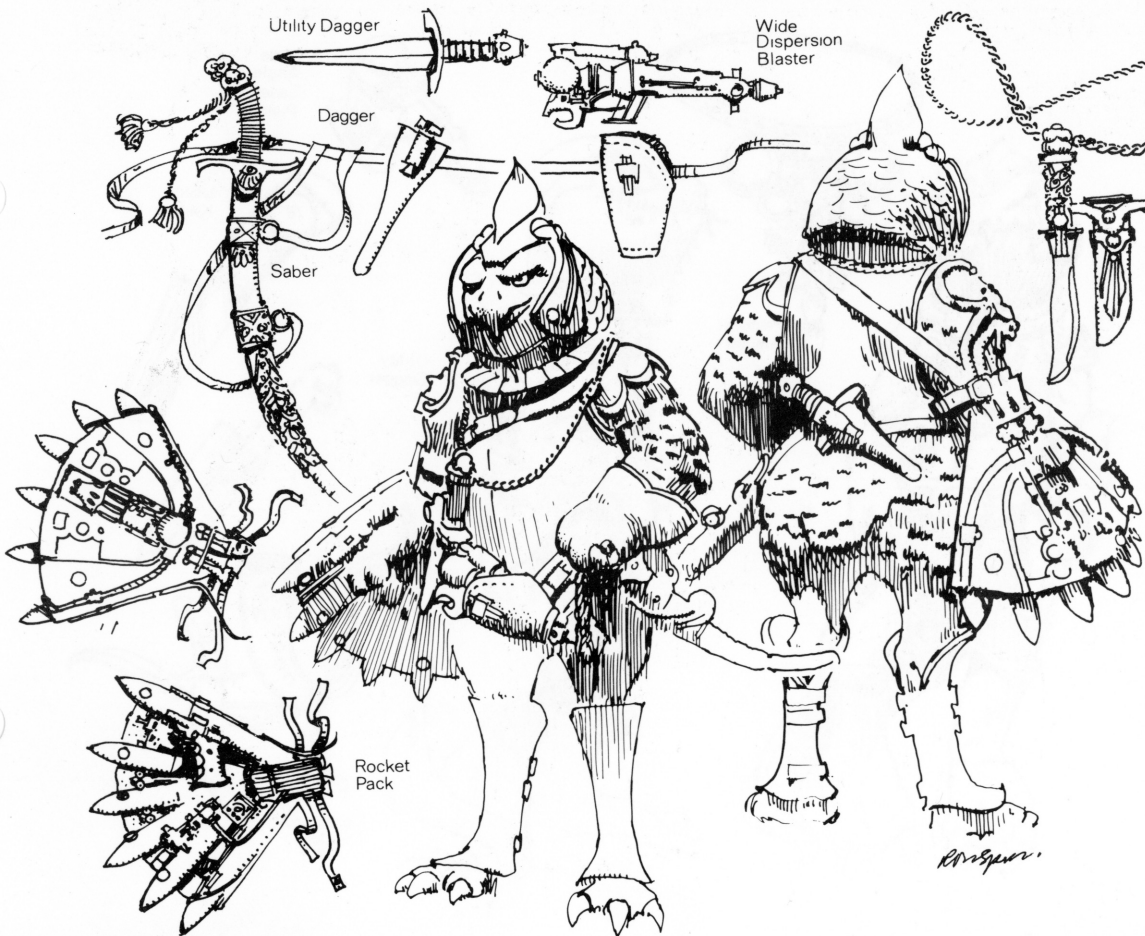
KEECH

Flight Sergeant Eyre Division Grenadiers

Sergeant Kech made the Grenadiers immortal with his delaying action in the Third Interstellar Conflict. He singlehandedly held off two squads of Aquarian dragoons and a platoon of SNAPPER Maatacs during the savage fighting for the planetoid Temptas in the sixth quadrille. Although mortally wounded he gained time for his battalion to regroup and destroy the counter-attacking Aquarian forces. His action has been compared to Horatio at the Bridge and the Spartans at Thermopole.

Kech is depicted in full uniform including the Grenadier Rocket Pack. The missiles can be set to penetrate 6cm of armor at 2000 meters or annihilate troops within a 100 meter blast radius. His anti-personnel weapons are his wide-dispersion blaster and the short-beamed dagger. The dagger emits a 60cm laser blade and is sheathed in its energy recharging pack. Kech is shown with his ceremonial sergeants saber which would not normally be carried into combat. The dagger on his back is a utilitarian blade used for eating.

Protective gear is slight consisting of a Thwarlyllium breast plate and leg greaves. This will deflect wide-angle stun beams and blade weapons but is not effective against direct laser hits.



Utility Dagger

Wide
Dispersion
Blaster

Dagger

Saber

Rocket
Pack

OGI-79
RESTRICTED

Biological Unit



Aquarian
Alliance

TORC

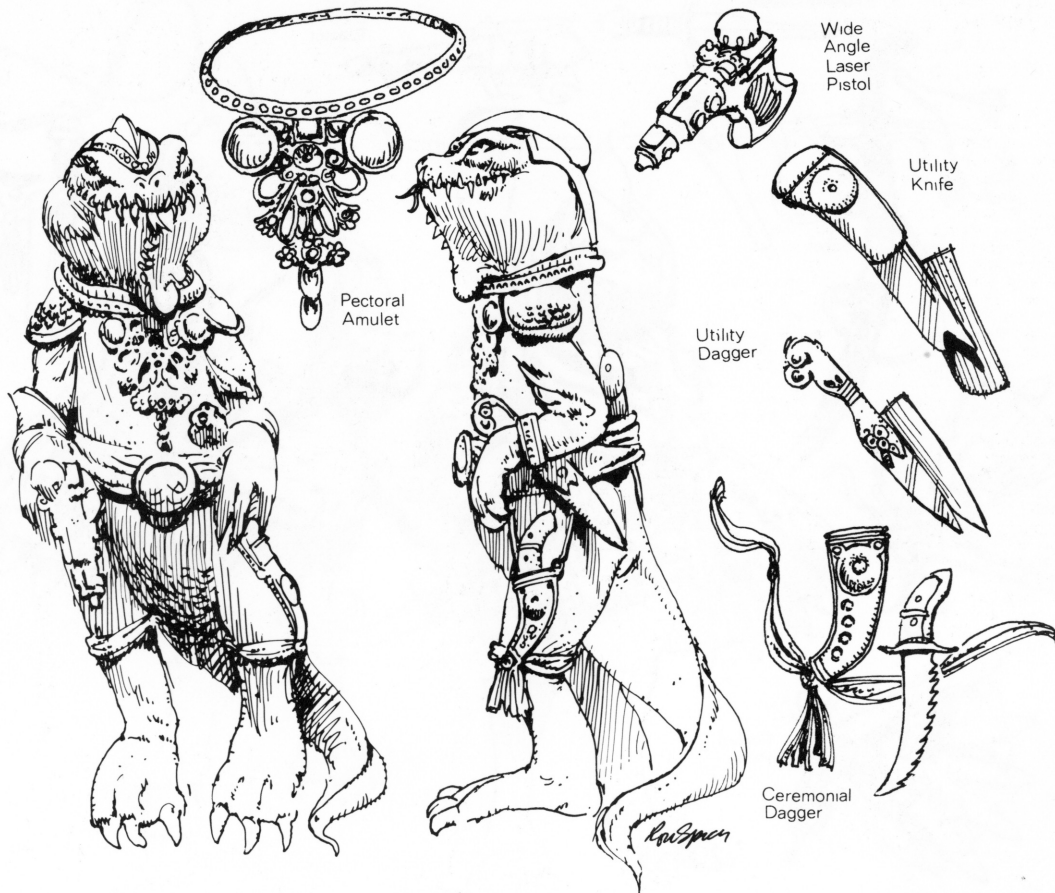
GROUND DEFENSE CHIEF

Third of the five empires, Torc is only one of many species of aquarian and the least adaptable to fighting outside its' planet environment, but a fierce defender of the home soil.

He possesses a lumbering mobility that is as difficult to stop as it is to start but he has the lightning reflexes of a snake.

His red eyes shine from his massive head. His skin color varies from lime green to dark forest green. The teeth, claws and the spikes of his chin sac are ivory. He wears a brown leather helmet and chain mail shoulder protection along with a red leather glove. The silk waist sash holds two daggers and a buckle showing the aquarian crest. A ceremonial dagger hangs along the left leg and is fastened at the knee with gold cord. Gold cord also circles the right knee. His rank is shown by the pectoral amulet set with jewels.

His weapon, the wide angle laser pistol, is used strictly for defense.



Wide
Angle
Laser
Pistol

Utility
Knife

Utility
Dagger

Ceremonial
Dagger

OGI-79
RESTRICTED



Terran Federation
D. SMITH
Star Pilot

D. Smith — a name ranked with Alexander and Julius Caesar. He was the Chosen by the Old Ones, destined to defeat all of Terrans natural and supernatural enemies in the Fourth Interstellar Conflict. Orphaned at the age of nine when Vennos overran the planet Empass, he spent the next eight years under the tutelage of Karsti the Sorceress. At 17 he joined the Academy, graduating in only two years, and was commissioned as a fighter pilot.

Smith quickly climbed the ranks and became known for his daring exploits against the Carnivores and Entomaliens. He was the commander of 13 Squadron when REVENGE was commissioned and immediately sent into action. He later became the captain of the GUERRIERE (VICTORY Class SGD) in the Alpha Quadrant fighting the Entomaliens. It was here that he gained immortality by defeating Vennos in hand-to-hand combat. Smith was the driving force that exposed the traitors in the Senate leading to a purge of the entire government.

His final victory was that against the dark forces that had controlled the galaxy for thousands of years. With the help of Karsti he obliterated the Black Castle of Weltisell, breaking the spells that had bound the entire galaxy for eons. This victory gave the command of the galaxy to D. Smith, the first Star Lord, a mere mortal who was Destined.

Smith is depicted in the combat fatigues of a Terran star pilot.

Harness with
survival gear
& tools

Dagger

Mace

Eternal
Blade

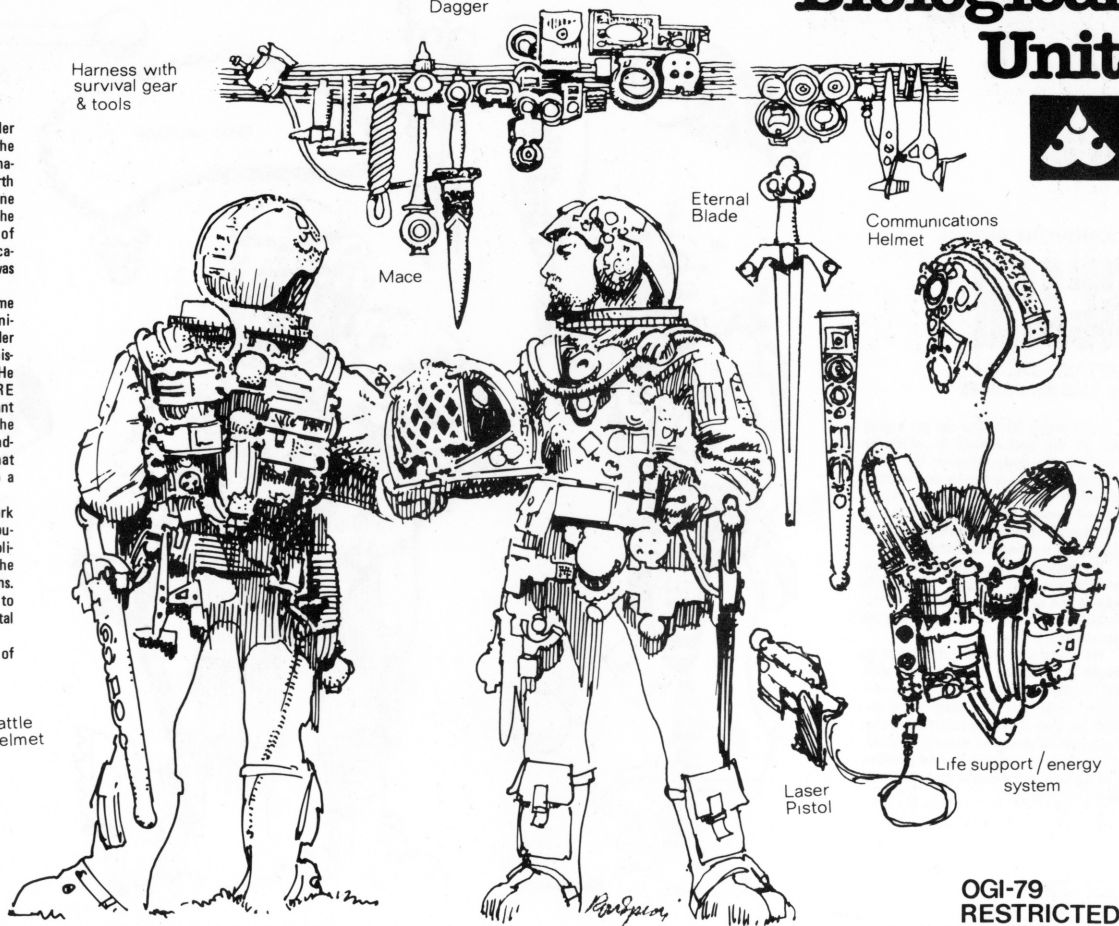
Communications
Helmet

Battle
Helmet

Laser
Pistol

Life support /energy
system

Biological Unit



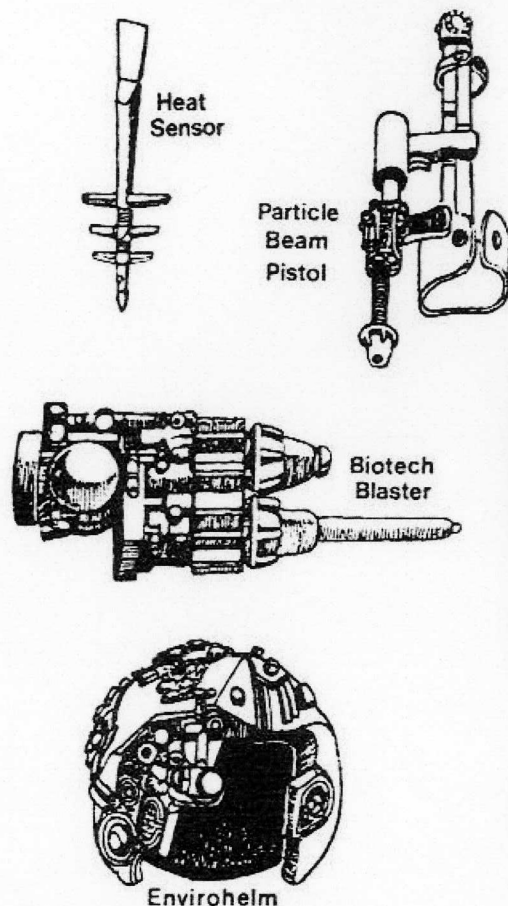
OGI-79
RESTRICTED

 Terran Federation
TALIC

Chad Talic was a young lieutenant leading a wing of attack craft based in the Sertubo system when he became an instant hero. A fleet of Aquarian raiders had attacked the mining colony known only as Sertubo VII, and were engaged by the four major Terran warships kept in the quadrant. During this battle a single enemy battlecruiser attacked Veralon, the farming colony on Sertubo's second planet.

This enemy warship arrived from a different direction, used Veralon's moon as a screen and was practically in bombing range before it was detected. Lieutenant Talic led forty attack craft in non-stop raids against the enemy warship. Despite heavy losses they were able to slow the attack against Veralon and even managed to disable the battlecruiser's SCL landing craft. By the time the dreadnought Fearless arrived to engage the enemy warship, twenty nine of the the pilots were dead and Talic himself was shot up so badly he wasn't expected to live.

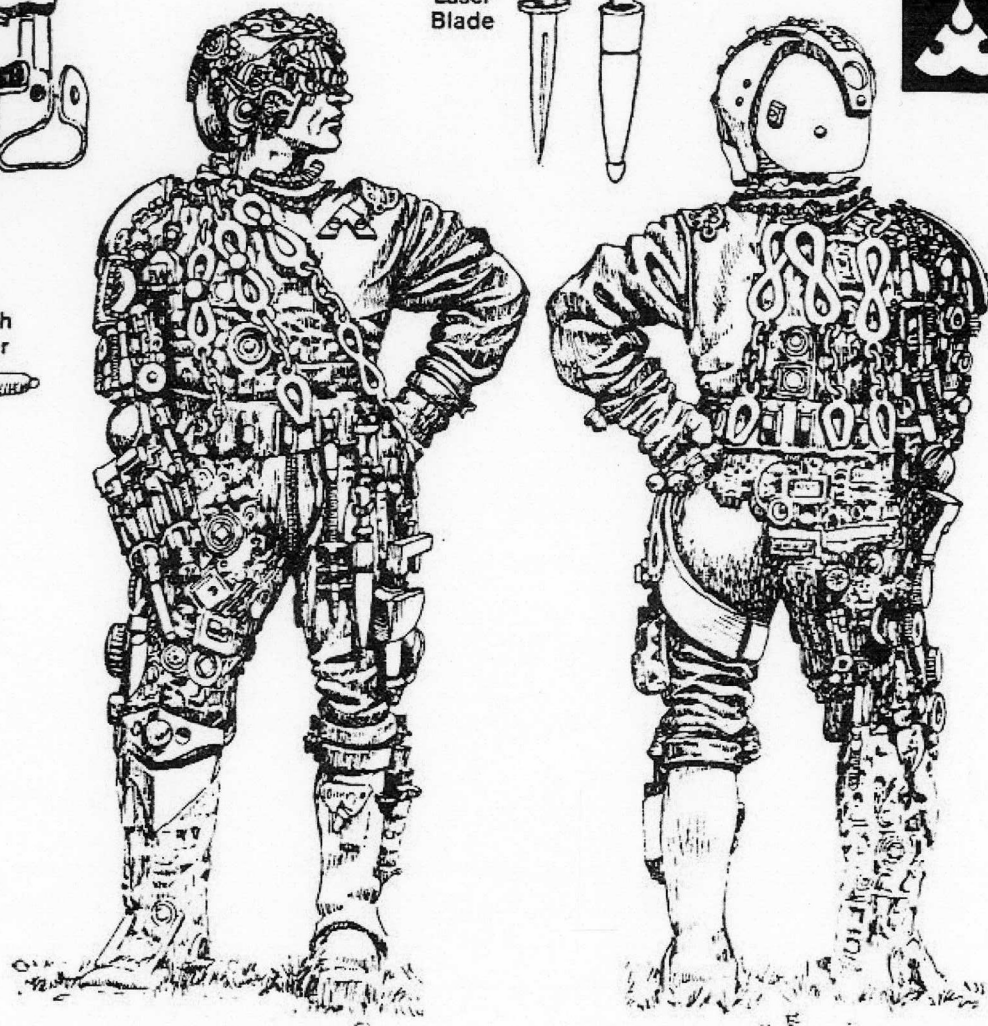
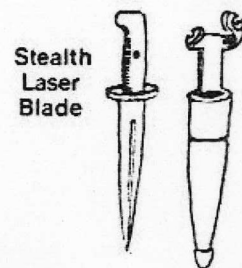
Talic did live, although he lost his right arm, right leg, and right eye. He then stunned the Terran Fleet by refusing to take a medical retirement. He demanded and was sent to a military cyborg project. He now has artifical limbs that can move with speed and degrees of freedom not



possible for normal human limbs. His viewer allows him to see ultra-violet and infrared as well as visible light. It can also function in telescopic and microscopic modes.

Commander Talic is now serving along the Entomalian border.

Biological Unit



Biological Unit



CARNIVORE EMPIRE

SCARR

CAPTAIN GENERAL
OF GROUND FORCES

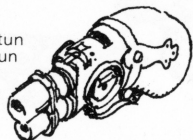
Upon seeing Scarr, one can get a good idea of the environment in which he functions. His body expresses the fierce strength necessary to survive on the desolate planet of his origin — a planet of high ore and energy resource content but of little known vegetation making reports of cannibalism a strong probability.

His weapons — the stun gun and heavy mace/ax are both designed for close-in fighting and he has been known to all but discard these in the heat of battle and use his canines and claws.

His uniform is almost primitive in its simplicity consisting only of metal studded leather helmet and chest harness, leather waist belt and cloth cod-piece. Cloth leg hose in various colors is popular. Boots with wrap-around straps are leather.

He wears an articulated metal gauntlet, gold necklace and shoulder stars plus other decorative jewelry.

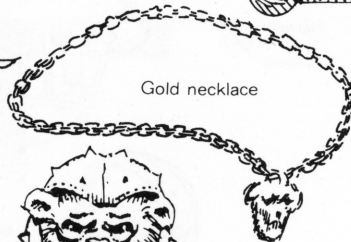
Stun
Gun



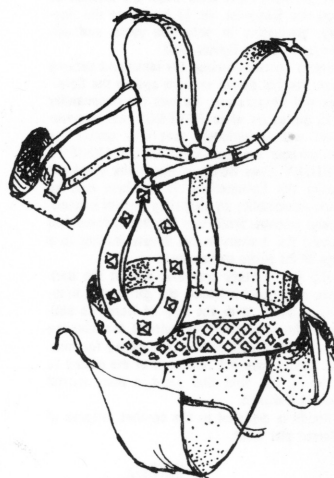
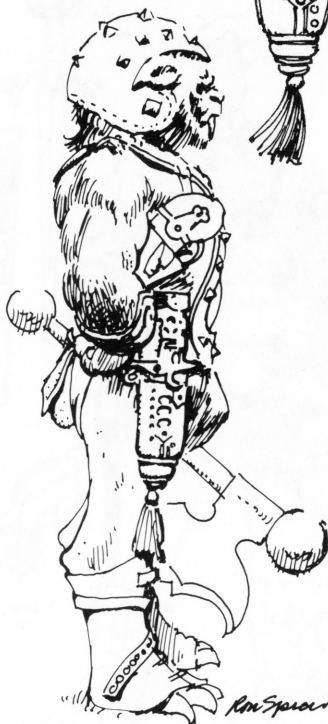
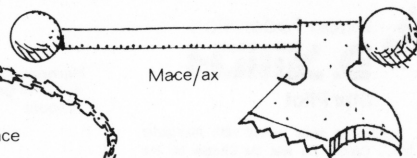
Double
Dagger
& sheath



Gold necklace



Mace/ax



Harness w/ shoulder holster,
cod piece & pouch

Weight: 31,700 kg
Dimensions: 20.9 x 19.3 x 3.6
Speed: 0.75 Light
Crew: 2

Protection: Short range plasma screens and light Imperium around the engine compartment.

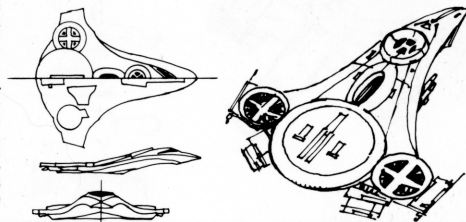
Armament: Three swivel-mount forward lasercannon. The circular mount aft carries the sensor and guidance gear for radon bombs which are mounted on under-wing racks.

Machinery: One main and two auxiliary turbothrusters with the main engine fitted with an afterburner. These engines are fueled with the unstable by-products of the infusion hydrogen propulsion system.

Sensors: Fitted with the usual attack computers as well as tactical microprocessors for use in any combat environment. The range and response time of these instruments remain secret but is assumed to be in the nanosecond (3rd generation) series.

Comments: These attack craft are relatively slow and unmaneuverable space ships but provide excellent protection for their pilots. As with all Aquarian craft these ships are well protected and sturdily constructed necessitating many hits to assure their destruction. The "droop nose" feature of this craft gives it a speed and visibility advantage over most other atmospheric craft when flying in dense atmosphere or water. The lack of rear weapon mounts makes this craft vulnerable to rear approaches within a 90° cone off the center axis.

PIKE



SF

Weight: 34,550 kg
Dimensions: 22.0 x 18.5 x 3.5
Speed: 0.70 Light
Crew: 1

Protection: Energy shielding only; no ablative armor plate fitted.

Armament: One forward and one after fixed lasers. Two nuclear darts or additional sensors or fuel tanks may be carried on the wing positions.

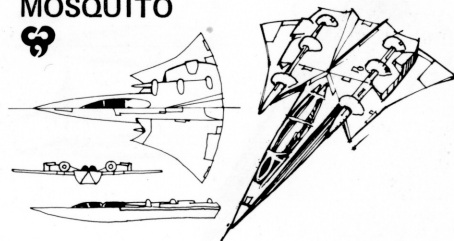
Machinery: Dual peaking circuit engines with cross-feed radial beam tubing. Afterburner not fitted.

Sensors: Third generation mid and short range scanners. Second generation data-link capability. Automatic programming for attack and defense built into all Entomalian craft.

Comments: Because of the nature of the Entomalians themselves (4 arms) they felt a second pilot was unnecessary.

Unfortunately that one pilot is too preoccupied with flight techniques to make microsecond tactical decisions. The computer system is intended to overcome this grave deficiency but it is not up to our tactical standards. Nevertheless, it is difficult to take advantage of the single pilot with the traditional stern approach because of the tail mounted laser cannon.

MOSQUITO



Weight: 39,800 kg
Dimensions: 20.1 x 19.0 x 4.3
Speed: 0.77 Light
Crew: 3

Protection: Built entirely out of armor plate with light energy shields only on the forward bearings.

Armament: Two wing edge servo-laser guns. Two 1100kg implosion missiles carried when equipped as an attack craft.

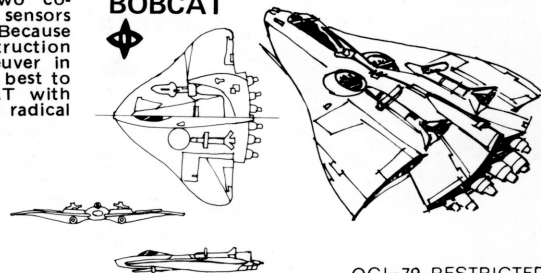
Machinery: Six solid-fuel replaceable engine pods.

Sensors: Primitive search and fire control sensors that are tactically useful at short ranges only.

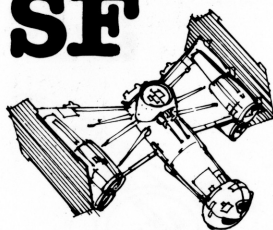
Comments: These weighty craft are critically underpowered and have a flight time of short duration. Pilot space is

cramped with the two co-pilots operating the sensors and implosion missiles. Because of their heavy construction and inability to maneuver in tight high-G turns it is best to approach the BOBCAT with high speed passes and radical maneuvering.

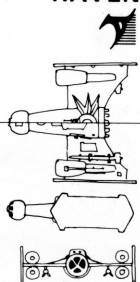
BOBCAT



SF



RAVEN



Weight: Unknown
Dimensions: Unknown
Speed: 0.9 Light
Crew: 1

Protection: Short range plasma projectors and armor on the cockpit dome.

Armament: One forward laser cannon and two light lasers in the turret. Two 500 kg anti-matter missiles or they can be replaced by two additional weaponsacks or long range sensors.

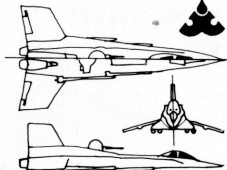
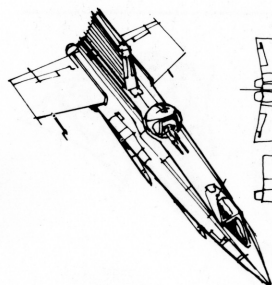
Machinery: Four turbofans burning magmalyte plasma with afterburners.

Sensors: Unlike earlier starfighters with the stratispherical guidance pod the RAVEN has every conceivable tactical and strategical computer on board. This starfighter is the equal of any other in micro-electronic programming and capabilities.

Comments: Until recently this was thought to be the culmination of the Avarian's technology. The pilot is in the armored sphere away from the high radiation engines. The sphere is also his lifepod

should his craft be damaged and contains all the necessary supplies and homing beacons for long and short term rescue. The side projections were thought to be wings or rudders for atmospheric flight but are in reality hyper-thermal dispellor vanes to dissipate heat from the engines. The laser turret is automatically controlled by the computer which makes all the decisions concerning target acquisition and firing.

COMET



Weight: 32,400 kg
Dimensions: 22.6 x 13.4 x 3.9
Speed: 0.88 Light
Crew: 2

Protection: Two short range screens and light armor around the cockpit.

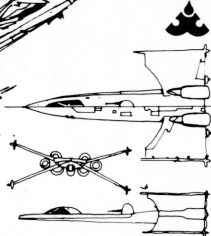
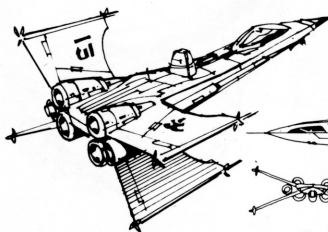
Armament: Two forward firing fixed lasercannon and two lasercannon in the turret. Four 500 kg neutron torpedoes are slung under the fuselage. These may be replaced by additional sensor pods or fuel tanks.

Machinery: Twin turbofans burning enriched solium fuel provide her with adequate power. With afterburners humming she will approach light-speed.

Sensors: One TACSEN mounted in pilots compartment. It has 360° potential or the range can be doubled by concentrating on the forward 90° bearing. The TAC-puter is programmed for attack and defense and can be used to free the pilot and navigator for other duties. It has picosecond response capability and is programmed for all tactical possibilities.

Comments: This advanced craft is responsible for the defense of many stations and planets. The pilot is responsible for tactical flight and the navigator mans the remote controlled turret and fires the torpedoes as well as having duplicate controls. Since the introduction of the new METEOR this class has been used for long range attack and recon missions. While not as maneuverable it can carry a heavier payload further than the METEOR. It is very tough and can withstand an amazing amount of damage.

METEOR



Weight: 34,000 kg
Dimensions: 21.4 x 13.8 x 3.9
Speed: 0.91 Light
Crew: 2

Protection: Short range screens and light armor around the cockpit.

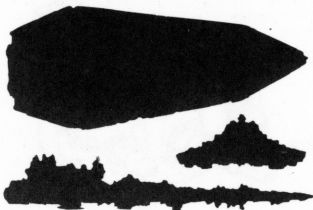
Armament: Two fixed forward firing lasercannon and two lasercannon in the turret. Four 500 kg torpedoes fitted on the wing edges.

Machinery: Six turbofans fueled by enriched solium. The two mid-wing engines are used for maneuvering only. Afterburners fitted.

Sensors: One TACSEN and accompanying TAC-puter.

Comments: Used almost exclusively in interditory missions because of its maneuverability. With its increased engine power it doesn't have the range of the COMET but can be fitted with additional

fuel tanks. This two place fighter represents a high point in our technology. Her micro-electronics provide her with an answer for almost every tactical situation. With her high degree of automation and autopiloting it seems that carrying crew members may become a concept of the past.



VICTORY CLASS

Weight: Classified

Dimensions:
1482.2 x 636.4 x 333.7

Speed: Sublight and Stardrive

Crew: 1287 officers;
3930 enlisted men
1200 marines 1034 mechtecs

Protection: This imposing vessel is equipped with a triple hull. Twelve cm of Impervium on the outer hull and 3cm on each of the inner hulls plus her heavy field-generated screens make this ship almost impenetrable. In addition 2.3m of cellulytic deternium lie between each hull, giving her the most complete protection our scientists could devise. VICTORY is the first Terran ship to have the armored overlapping skirt on the hull bottom.

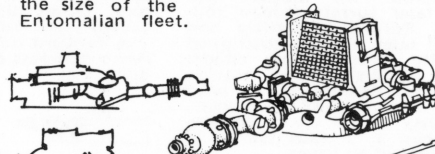
Armament: The firepower of this ship takes a quantum leap over that of her predecessors. Four of the new Mk 91 'Starbuster' mounts plus nine of the reliable Mk 73 Heavy laser turrets are mounted with clear arcs of fire for each mount. The secondary is composed of sixteen Mk 57 medium turrets. Four are mounted on towers underneath the hull to improve their fire zones. Thirty-eight Mk 82 'Blazer' mounts plus 36 of the new Mk 87 triple laser-cannon

give this class complete protection against attack craft. Thirty METEOR starfighters are housed in hanger bays alpha and omega. In addition twelve 14-man shuttle craft and four 8-man shuttles provide atmospheric transport for her crew and the 1200 marines normally embarked. Torpedo ports line the hull edge along with the sensor and guidance systems.

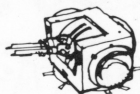
Machinery: Ten matter-anti-matter reactors coupled with four particle accelerators plus the usual fusion chambers provide the electrical needs for this ship.

Sensors: No domes are in evidence to indicate previously known scanning units. This matter has been classified so there is no way to know if a new type sensor is carried or the starfighters are used for long range reconaissance. Some new and very large combat directors have been fitted on the superstructure.

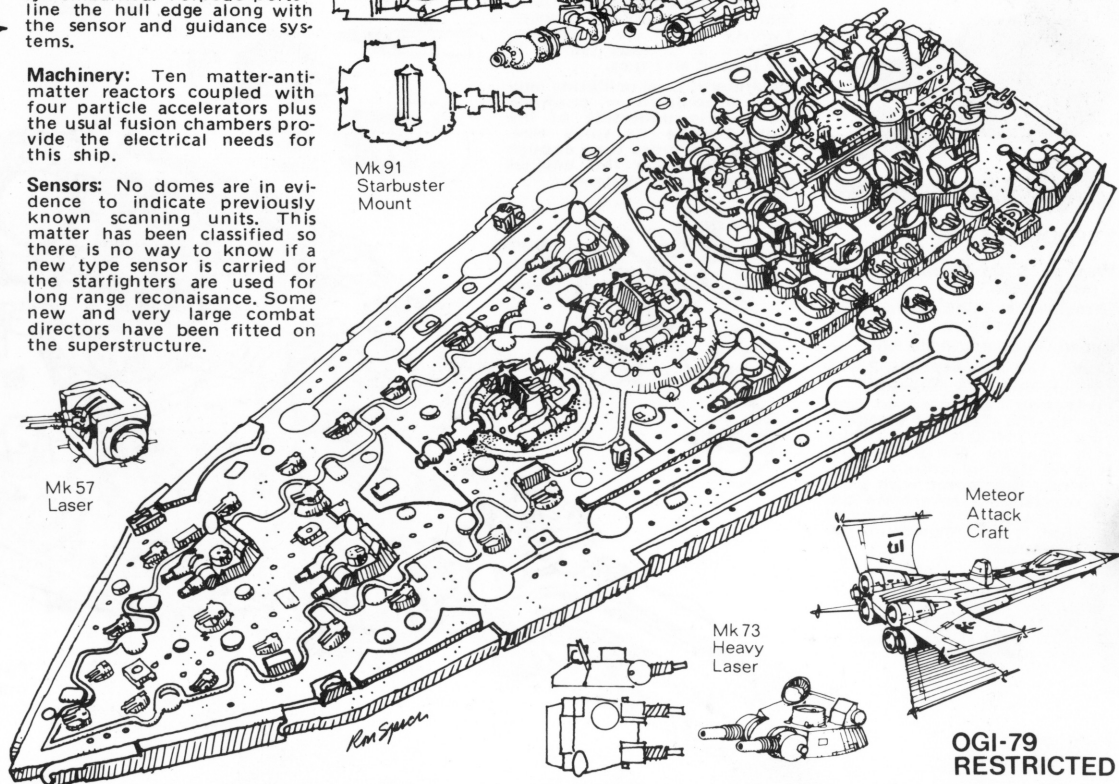
Comments: Her firepower is sufficient to take on 3 dreadnoughts, a necessity when one considers the size of the Entomalian fleet.



Mk 91
Starbuster
Mount



Mk 57
Laser



Mk 73
Heavy
Laser

Meteor
Attack
Craft

SGD

SUPER
GALACTIC
DREADNOUGHT

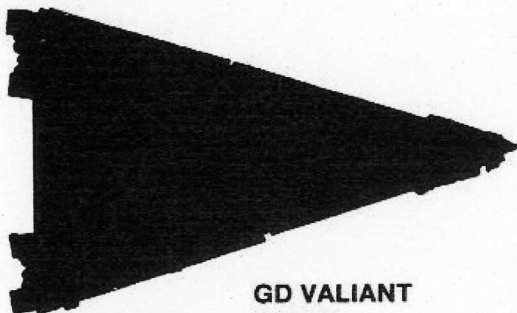


OGI-79
RESTRICTED

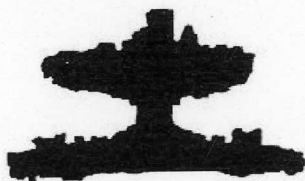
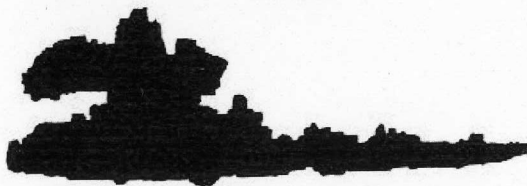
GD



GALACTIC
DREADNOUGHT



GD VALIANT
CLASS



GD VALIANT CLASS

Weight: 2,410,050 metric tons

Dimensions: Length - 901.1m;
Width 625.0m; Height - 277.9m

Speed: Stardrive (c7), Sublight

Crew: 910 officers, 22 enlisted, 800
marines, 1000 mechtechs

Protection: Like other TSFS war-
ships the Valiant uses a hull of 12
cm of Impervium, but this has now
become the inner hull. An ambient
layer 10cm thick of SmartArmor
forms the outer hull. This amazing
substance is able to increase in
thickness to 30cm in a local area
within milliseconds. The ship's
computers vary its thickness based
on incoming trajectories.

Armament: 2 fusion cannons; 4
mk73 heavy lasers; 8 mk57 medium
turrents, 42 antifighter hell-
pounders.

The Valiant has the unique
capability that it can actually be

used as two separate craft. Al-
though the command pod would
not normally be detached from the
main module, this can be rapidly
accomplished when deemed ne-
cessary. Either unit can carry the
entire crew. The detached com-
mand pod can reach Stardrive (c9).
Each unit is powered by five
matter-anti-matter reactors feed-
ing four steep-vortex particle ac-
celerators.

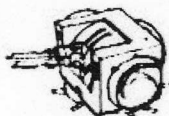
The hellpounders on the main
module have been mounted in
new disappearing turrents. These
are located mostly along the out-
side edge of the hull.

One disadvantage of SmartArmor
is that it is an excellent heat
insulator. Note the large number
of heat disappators visible on all
sections of the hull.

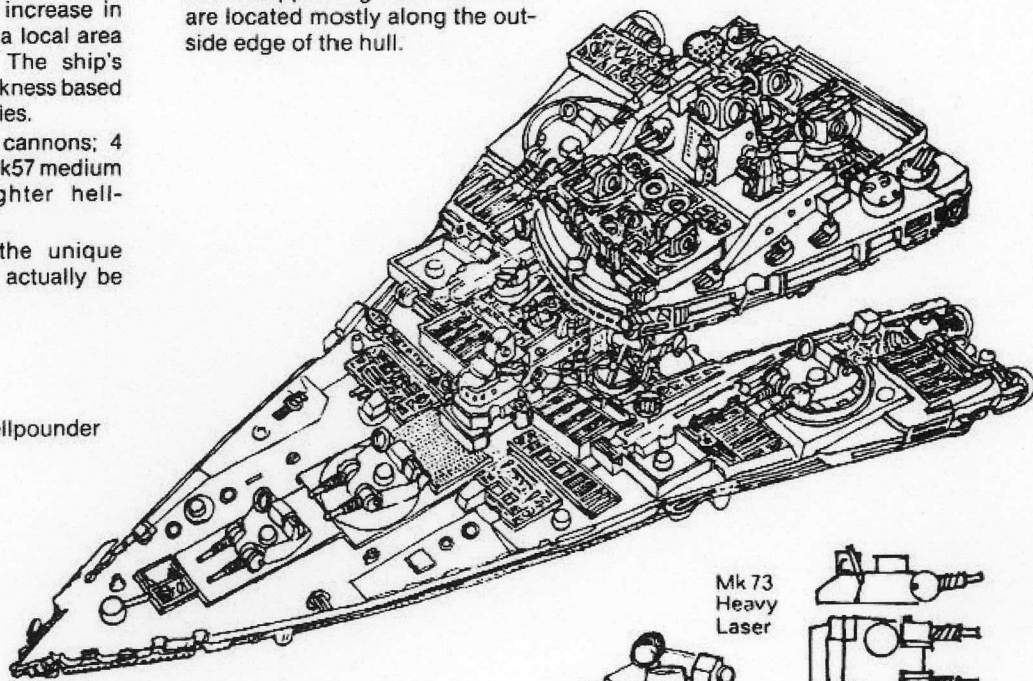
The Valiant class is the first to
use a new type of sensor, which
explains the absence of any large
pods. Those with the necessary
security clearance can get more
information in OGI report 23211J.



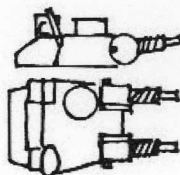
Hellpounder



Mk 57
Laser



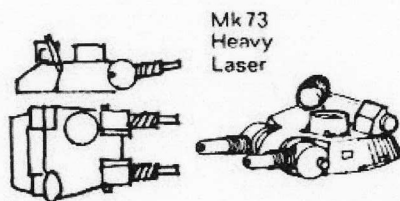
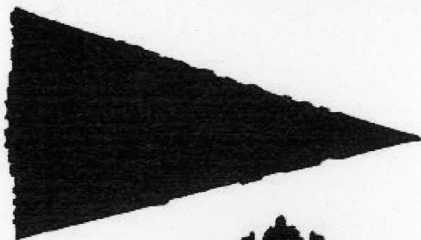
Mk 73
Heavy
Laser



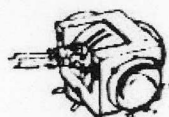
GD



GD INVINCIBLE CLASS GALACTIC DREADNOUGHT



Mk 73
Heavy
Laser



Mk 57
Laser

GD INVINCIBLE CLASS

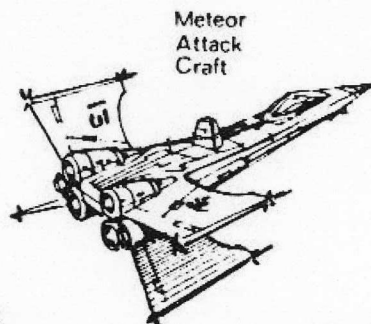
Weight: 1,288,400 metric tons

Dimensions: Length - 820.5m;
Width 605.4m; Height - 221.0m

Speed: Stardrive (c5), Sublight

Crew: 780 officers, 2750 enlisted,
750 marines, 950 mechtechs

Protection: The outer hull of the Invincible class is 12cm of Impervium. Also, two inner hulls made from 3cm of honeycombed Impervium separated by netted freeze-foam make the GD's almost impenetrable. An enemy fusion cannon can burn through, if it can get beyond the heavy field-generated screens.



Meteor
Attack
Craft



Hellpounders

Armaments: 1 fusion cannon (mounted beneath the nose); 2 fusion missile launchers; 4 mk73 heavy lasers; 10 mk57 medium turrents; 36 antifighter hellpounders

Subunits: 4 APS shuttlecraft; 15 Meteor attack craft

When they were first built two decades ago, the GD's were the largest and most advanced warships of the Terran Federation. Since then the SGD's and the GAC's have surpassed the Invincibles, at least in size.

Hellpounders keep enemy fighters at a respectable distance, and any warship must have sophisticated protection to hope to survive the fusion cannon mounted beneath the nose.

Three huge sensor pods on the underside, and four normal looking pods near the bridge provide the maximum possible amount of information. The flight deck and hanger deck are located on the bottom, as well as the shield generating grids.

Ten meter-antimater reactors coupled with four steep-vortex particle accelerators provide the power and electrical requirements of the ship.

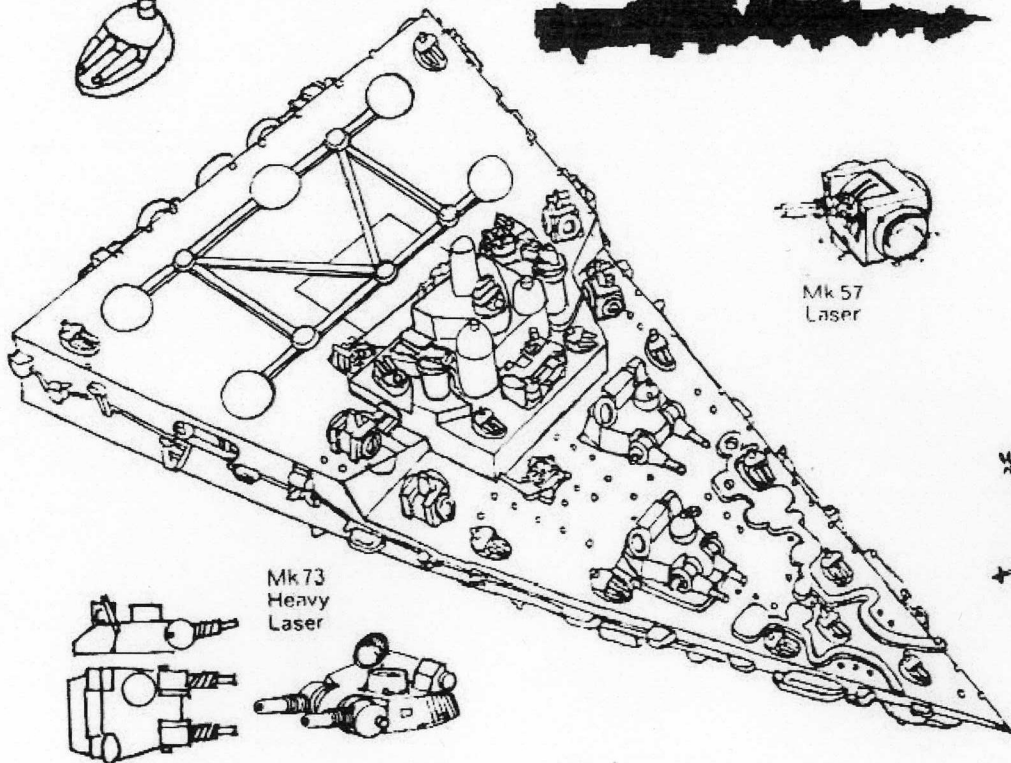
1 fusion cannon
2 fusion missile launchers
4 mk73 heavy lasers
10 mk57 medium turrents
36 antifighter hellpounders
4 APS shuttlecraft
15 Meteor attack craft

GB

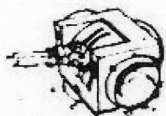


GD FORMIDABLE CLASS GALACTIC BATTLE CRUSIER

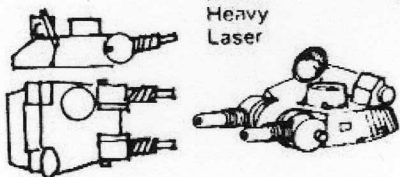
Hellpounders



Mk 57
Laser



Mk 73
Heavy
Laser



GD FORMIDABLE CLASS

Weight: 998,040 metric tons

Dimensions: Length - 665.1m;
Width 515.0m; Height - 260.0m

Speed: Stardrive (c6), Sublight

Crew: 700 officers, 2400 enlisted,
1010 mechtechs

Protection: 9cm of Impervium
forms the outer hull of the GB
class warship by .35m of freeze-
foam. This combination aided by
its field-generated screens gave
usually adequate protection. The
GB's were build under wartime
conditions. All of the more recent
Fleet warships have been made
with a triple hull.

Armament: 1 fusion cannon
(mounted beneath the nose); 2
mk73 heavy lasers; 8 mk57 medium
turrents; 26 antifighter hell-
pounders

SubUnits: 4 APS shuttlecraft; 35
Meteor attack craft

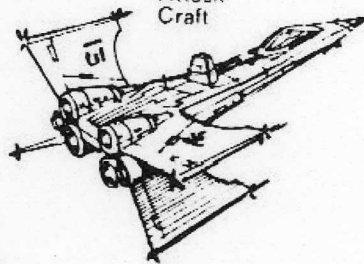
From the days when ships sailed
on water governments that wanted
a bargain battleship have built
battle-cruisers. They are generally
built with offensive capabilities
near equal to those of a battleship,
but with a lighter and usually less
well protected shell. In the case of
the Formidable class the attack
craft are considered an extra line
of protection when needed.

The hellpounder has been the
Fleets main anti-fighter weapon
since it was acquired from the
Avarians during the Entomalian
massacre. One disadvantage of
this and all carriers is that while
your own craft are in range you
cannot use the hellpounders.

Two long range sensor domes
fore and aft of the hanger bay are
the most prominent feature of the
underside. The extreme sensitivity
of these huge detectors make the
GBs excellent for first line defense.

Drive power is provided by eight
matter-antimatter reactors which
can be shunted to three steep-
vortex particle accelerators for
Stardrive, or to two ion stream
reversers for sublight maneuvering.
Two fusion chambers are used for
the electrical needs of the Formi-
dable.

Meteor
Attack
Craft



1 fusion cannon
2 mk73 heavy lasers
8 mk57 medium turrents
26 antifighter hellpounders
4 APS shuttlecraft
35 Meteor attack craft

SDL SAMURAI CLASS

Weight: 119,050 metric tons

Dimensions: Length - 498.0m;
Width 211.1m; Height - 155.3m

Speed: Stardrive(c5), Sublight

Crew: 152 officers, 550 enlisted,
200 marines, 130 mechtechs

Weaponry: 1 mk73 heavy laser
turrent; 1 fusion cannon; 6 tight-
beam Class 3 masers; 14 hell-
pounders

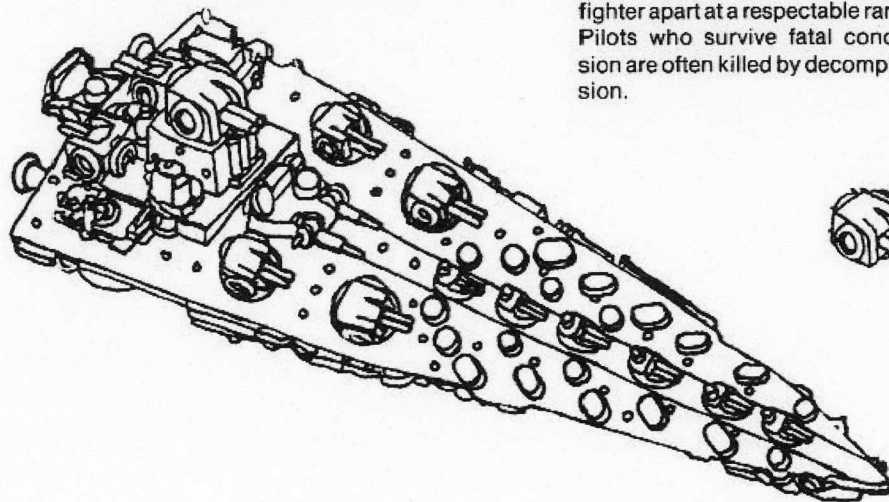
Sensors: Two huge sensor pods
on the rear underside provide
excellent communications and
datafeed. A small pod near the
bridge keeps the craft from being
too monodirectional. Ten dark
matter detectors provide excellent
mine-sweeping capabilities.

Protection: A triple hull of honey-
combed Imperviou each lined with
netted freezefoam, and heavy field
generated screens provide usually
adequate protection.

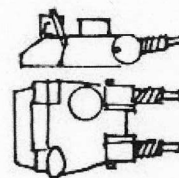
Samurai class warships are usu-
ally in the vanguard of fleet
movements. The dark matter
detectors they carry have proved
to be invaluable. (TSFS has an-
nounced that all future warships
will be so equipped.)

In sublight operation they are
the fastest major ship of the Terra
fleet. Acceleration is limited mainly
by the crew's ability to withstand
G-forces. They are often used for
scouting missions, and several are
in service along the Entomalian
frontier.

The hellpounders can shake a
fighter apart at a respectable range.
Pilots who survive fatal concus-
sion are often killed by decompres-
sion.



fusion cannon

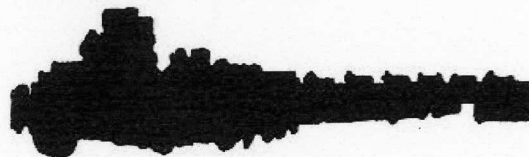
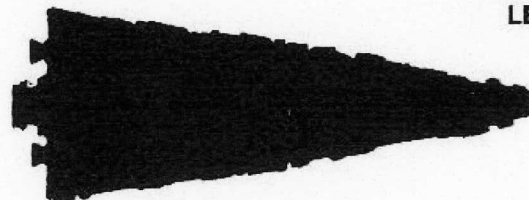


Mk 73
Heavy
Laser

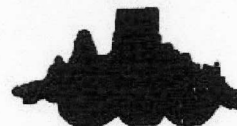


SDL

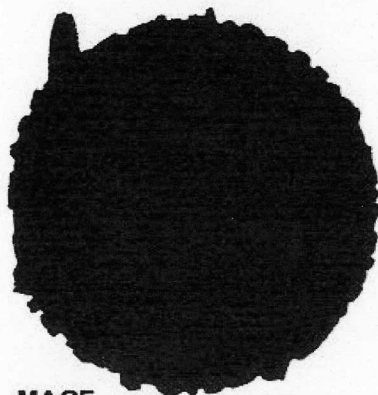
STELLAR
DESTROYER
LEADER



SDL SAMURAI
CLASS



SS

SECURITY
STATION

MACE MORNING STAR CLASS

Weight: 295,500 metric tons unloaded (loaded weight classified)

Mean Dimension: 350m

Crew: 75 officers, 300 enlisted men, 200 mechtechs, 40 pilots

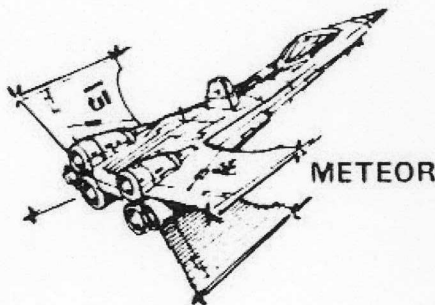
The Morning Star was constructed to protect a stellar system near the Entomalian frontier. Its single habitable planet was found to have great mineral wealth, but the cost of protecting a colony so close to the BUGS seemed prohibitive.

The MACE was constructed in sections, towed, and assembled at an optimum distance from the systems primary. Its energy weapons can fire indefinitely. Although the massively armored station has just about every weapon of the Terran Federation,

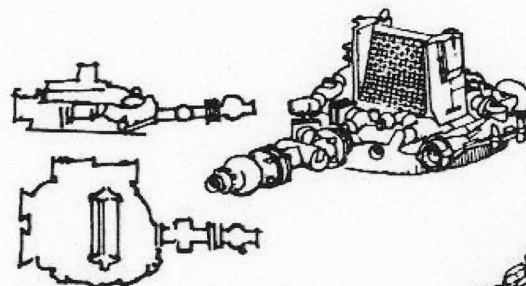
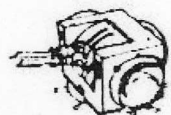
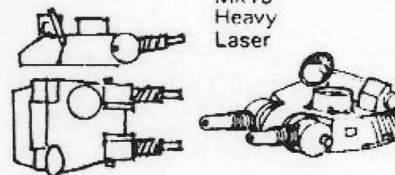
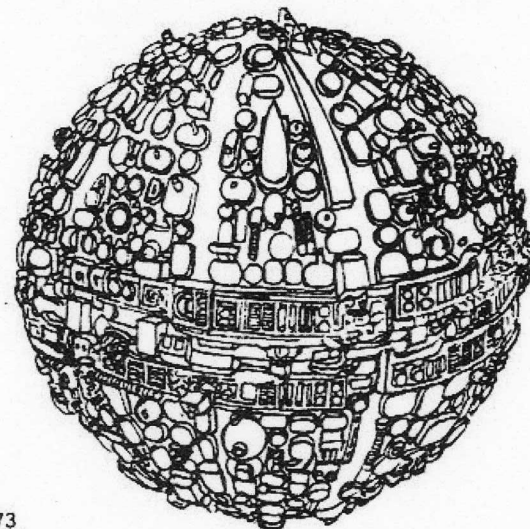
its fusion cannons and hull-breaking antimatter missiles are the main deterrent to alien raiders.

An experimental colony was set up on the planet now named Harder. During the past two standard years attacks on Harder have declined, and the last three recorded attacks were not on the colony but on the MACE itself. These too have proved unsuccessful and costly. An Impervium hull that is in places up to 20cm thick, as well as the most powerful field generated screens produced to date make the Morning Star almost impenetrable.

TSFS has decided to protect several critical installations with additional MACE stations, and construction has started at Zander colony.



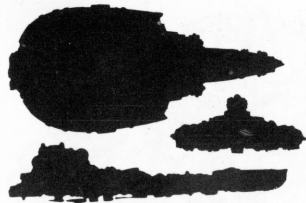
METEOR

Mk 91
Starbuster
MountMk 57
LaserMk 73
Heavy
Laser

SGD



**SUPER
GALACTIC
DREADNOUGHT**



TYPHOON CLASS

Weight: 820,000 metric tons (estimated)

Dimensions: 1346.13 x 635.25 x 272.25 meters

Speed: Sublight/Megalight

Crew: 132 Aqualeaders, 2,075 Aquanauts, 625 Aquabots

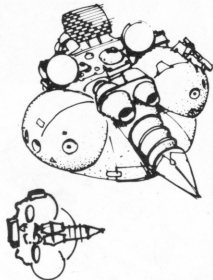
Protection: Designed in answer to the Terran "Victory" class, TYPHOON is a formidable weapon. The superstructure is light glucinium steel. The hull is armored with 9 cm of overlapping atherniate oxinel plate. But her first line of defense is the Mantellum defensive screen.



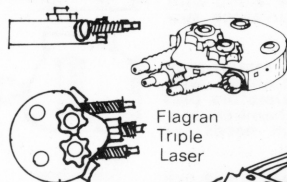
Atavus
Triple
Laser

Armament: Armament: Four heavy lasers; two "Spathe" triple cannon universally mounted topside and bottom amidship. Two "Magnus" single laser turrets abreast topside. Forty-five particle and small laser mounts positioned mostly around the citadel type superstructure, provide close-in defense along with four 5-tube missile launchers. Twenty attack craft, one positioned in a ready launch in the bow at all times.

Machinery: Dual oscillating neutron propulsion — confined aft to the underside of the hull. Despite its small size, it produces more than enough power to drive the engines and life support systems.

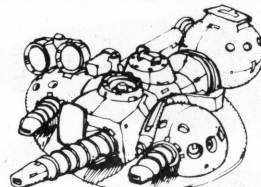
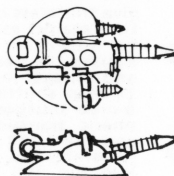


Magnus
Single
Laser

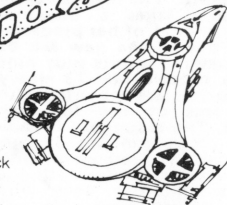
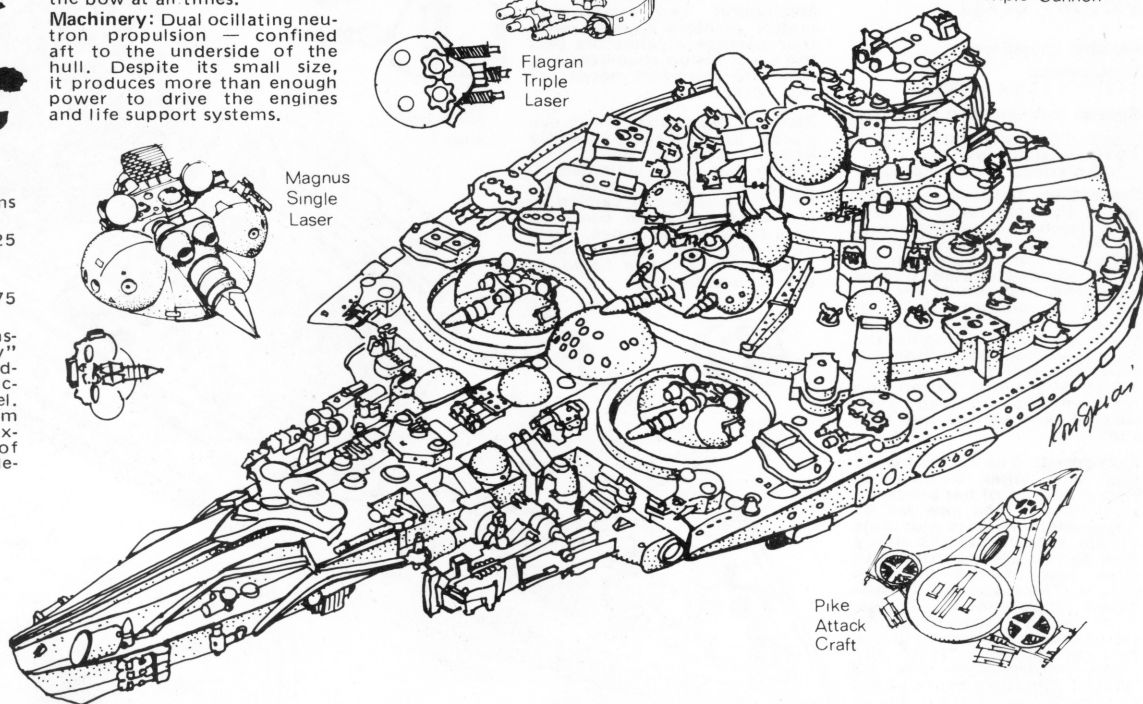


Flagran
Triple
Laser

Sensors: Central Concom complex contains main fire control sensors. The prominent ball dome houses celestial sonus and data reduction sensors. Other sites house de-gaussing and bathymetry units. The forward dome houses the Astro compass and altazimuth discs.



Spathe
Triple Cannon



Pike
Attack
Craft

**OGI-79
RESTRICTED**

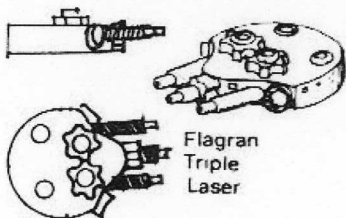
GD



GALACTIC DREADNOUGHT

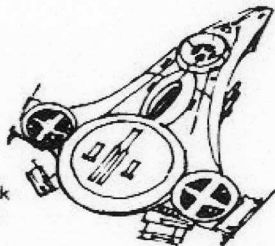


LEVIATHAN CLASS



Flagran Triple Laser

Pike Attack Craft



Atavus Triple Laser

GD LEVIATHAN CLASS

Weight: 933,600 metric tons
Dimensions: Length - 800.0m; Width 368.8m; Height - 208.8m
Speed: Sublight/Megalight
Crew: 184 Aqualeaders, 1950 Aquanauts, 541 Aquabots
Weaponry: 3 Flagran triple lasers; 4 Atavus triple lasers; 3 Beta ion inversion turrents; 8 FIN particle weapons provide CIDs
Sensors: Two GP pods on the ship's underside hold main bathymetry and navigational sensors. Backups and secondary data acquisition units are located in smaller pods near the bridge. Long range detectors are located in pods at the base of the long tower-like structures amidships.

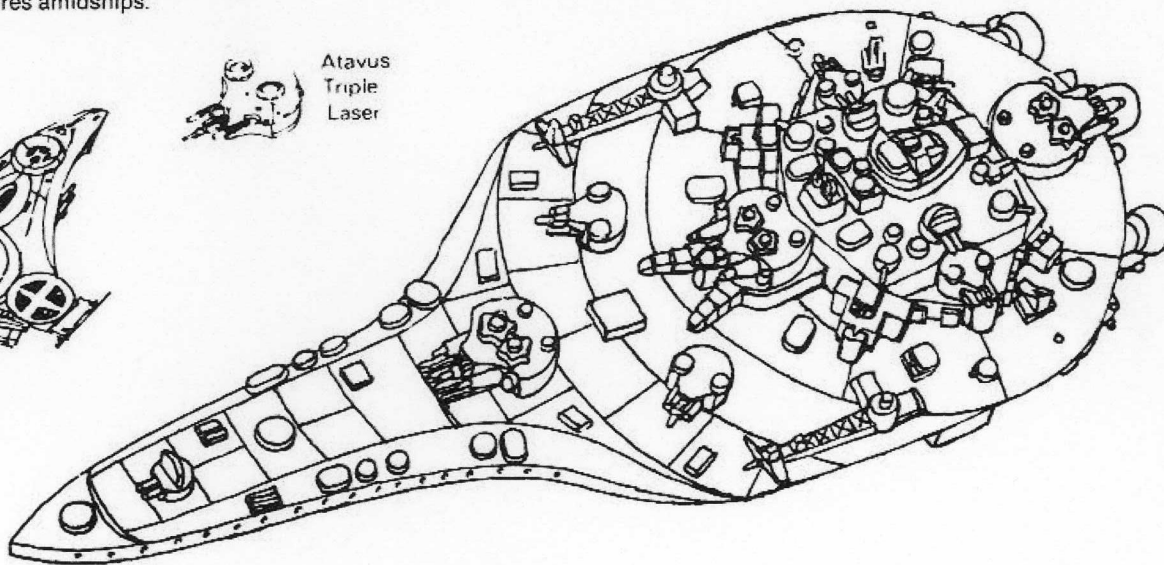
Protection: The hull is armored with 9cm of overlapping atherniate oxinal plate. The Leviathian class is also shielded by a Mantellium defensive screen.

Subunits: 12 Pike attack craft; 1 SCL massive armored landing craft; 2 utility landing craft.

The Aquarians have been building several dreadnoughts per standard year ever since the Entomalians declared a crusade against them two decades ago. The BUGS have been causing enough damage to the Alliance that their raids on our Terran worlds have decreased significantly. Recently OGI has received reports that Ack's have been counterattacking Entomalian homeworlds.

In addition to the weapons listed above the Leviathian class, like all Ack ships carries large numbers of surface bombs. The Aquarians also like to fight in close. they like to bomb cities on an enemy colony or homeworld then land amongst the smoke and heat and take captives. Such prisoners are never seen again.

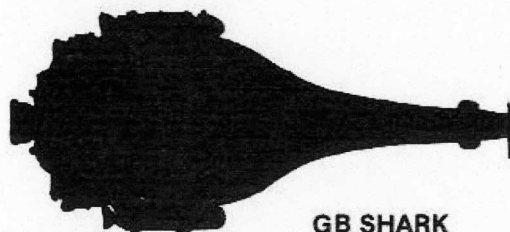
While smoke and heat are to the Ack's liking, their slow metabolism prevents them from functioning well in colder environments. As a result Terran military bases, and even some colonies are often located on the outer frigid planets of systems near the Aquarian sectors.



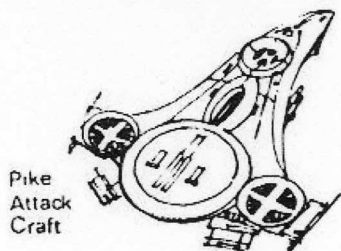
GB



GALACTIC BATTLECRUISER



GB SHARK
CLASS



Pike
Attack
Craft

GB SHARK CLASS

Weight: 782,700 metric tons

Dimensions: Length - 648.8m;
Width 324.4m; Height - 180.0m

Speed: Sublight/Megalight

Crew: 144 Aqualeaders, 1/50 Aquanauts, 410 Aquabots

Weaponry: 2 Flagran triple lasers;
2 Atavus triple lasers; 2 Beta ion
inversion currents; 6 FIN particle
weapons provide CIDs

Sensors: The Aquarians have developed long-rang sensors that are superior to those of the other powers. The long tower-like structures mounted on the outer hull provide this extra range, but its method of operation is still unknown to OGI analysts. Navigational and bathymetry sensors are mounted vertically on the forward nose of the shark class. Backups are mounted beneath the ship also vertically.

Protection: The hull is armored with 7cm of overlapping atherniate oxinal plate. The Shark class is not as well protected as other Aquarian ships even though it uses a Mantellium defensive screen as its primary shield.



Atavus
Triple
Laser

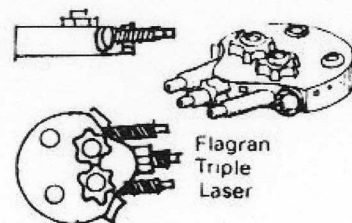
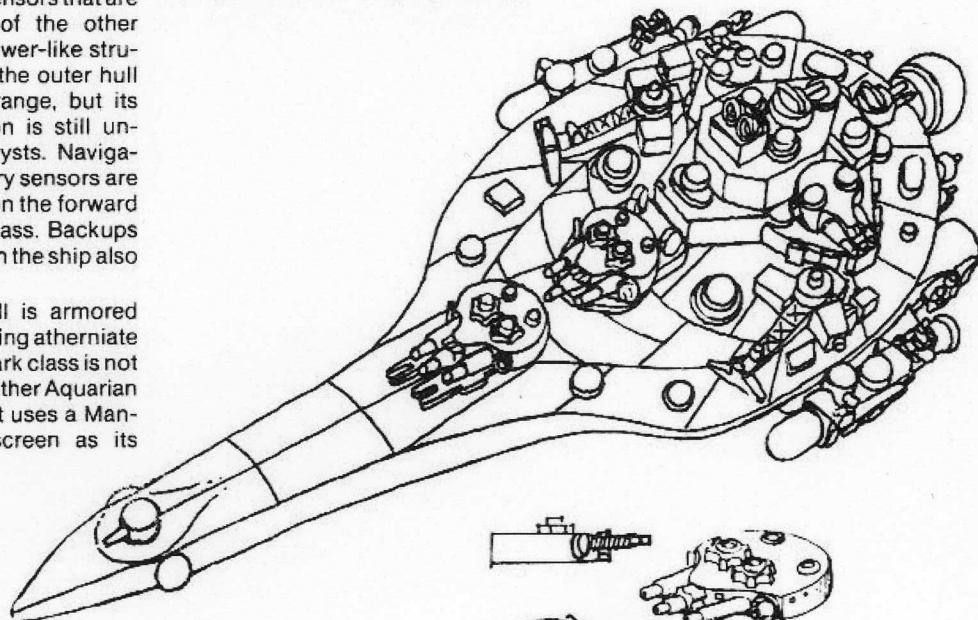
Subunits: 8 Pike attack craft; 2 SCL massive armored landing craft; 2 utility landing craft.

This battlecruiser is faster and more maneuverable than other Aquarian ships. It uses dual oscillating neutron propulsion, but the addition of two outriggered Squid fusion boosters will allow it to match most modern warships.

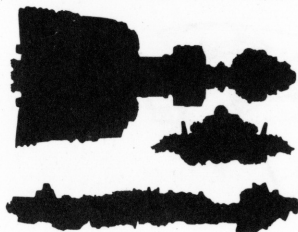
OGI believes that the Aquarians have been building large numbers of Shark class vessels. A sizable proportion of Ack ships spotted by

Terran vessels have been this agile battlecruiser. It is believed that these Sharks are being manufactured in large numbers to expand attacks on the Entomalian homeworlds.

It can be assumed that like all Ack ships it carries large number of explosive and incendiary bombs.



Flagran
Triple
Laser



GRYPHON CLASS

Weight: Unknown

Dimensions:

1391.5 x 665.5 x 242

Speed: Hyperdrive and sustained sublight

Crew: 1100 Officers, 3700 enlisted men, 1300 servotechs

Protection: Unlike earlier Avarian Starships, the underbody of the GRYPHON is completely enclosed by elastic plate. Reputed to carry 16cm of Thwartyllium armor over the entire ship but the first defense barrier is the plasma screen generators.

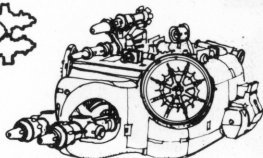
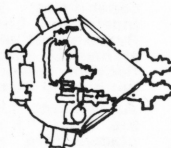
Armament: The Avarians have also departed from the practice of mounting the heaviest armament on the upper hull by placing two mammoth laser turrets below the main body and one above the sensor dome. When sweeping down on an opponent all three of these mounts will bear on a target. Only three of the quadruple magnelectronic rifle turrets are carried but 15 medium particle projectors make up the difference. Only 37 CIDS mountings have been spotted (most on the upper hull) giving rise to speculation that she may carry disappearing mounts. The anti-matter missile launchers are located amidships on project-

ing platforms as well as on the after hull edges. Two hanger bays for the 28 starfighters normally embarked are placed on the upper hull above the engineering spaces.

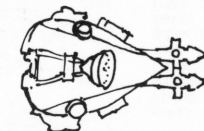
Machinery: There is no hard data available on her propulsion system but from the known size of the GRYPHON and extrapolating data from known power utilization curves, at least 8 phased hyperion generators are contained in the large afterbody. The tremendous size of the boom allows enough space for auxiliary reactors to be located close to the antimatter missile launchers. The hangers are ideally placed to receive a direct and uninterrupted supply of magmalyte fuel from the hyperion generators.

Sensors: Combat directors literally cover the hull. The sensor dome is equipped with

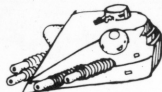
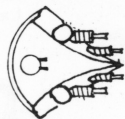
four long range active sensors and two fixed passive sensors. One large rotary navigational director is located under the dome. The anti-matter missiles have individual guidance directors above and below the launching platform. Next to the afterbody in the angular corners are two fixed array passive sensors and their complementary active radomes. The tall tower structures on the hangers house the starfighter directors and the IFF complex.



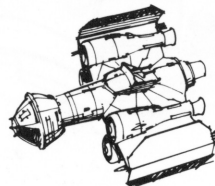
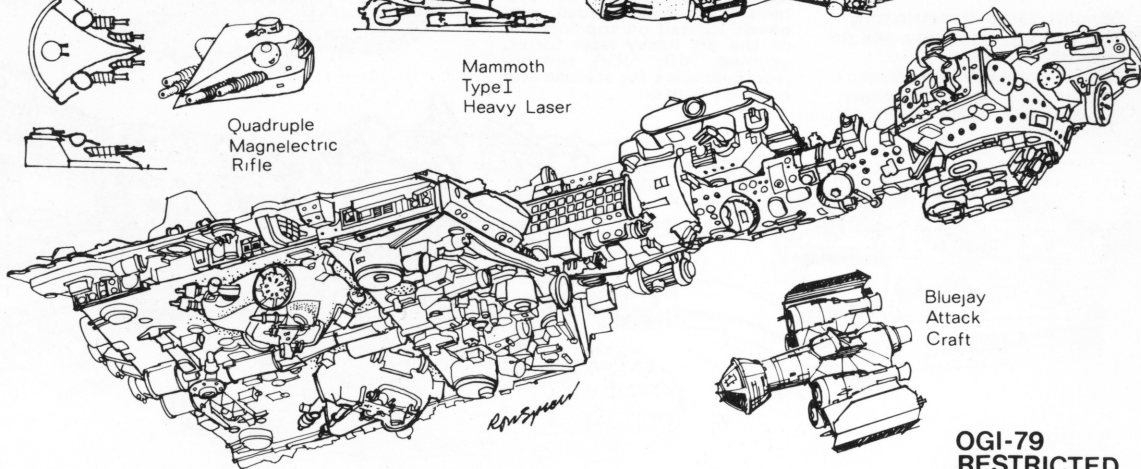
Mammoth
Type II
Heavy Dbl. Laser



Mammoth
Type I
Heavy Laser



Quadruple
Magnelectric
Rifle



Bluejay
Attack
Craft

SGD

SUPER
GALACTIC
DREADNOUGHT

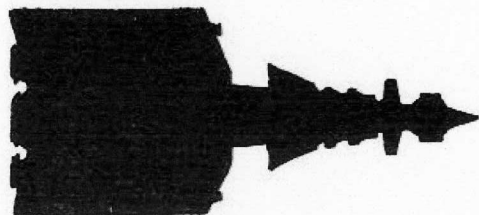


OGI-79
RESTRICTED

GD



GALACTIC DREADNOUGHT



GD CONDOR CLASS

GD CONDOR CLASS

Weight: 882,150 metric tons

Dimensions: Length - 798.5m;
Width 392.3m; Height - 170.0m

Speed: Sublight/hyperdrive

Crew: 692 officers, 2610 enlisted,
900 servotechs

Protection: A 16 cm Thwartyllium
hull in the Avarian's elastic plate
configuration plus plasma screen

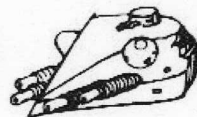
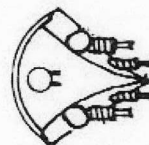
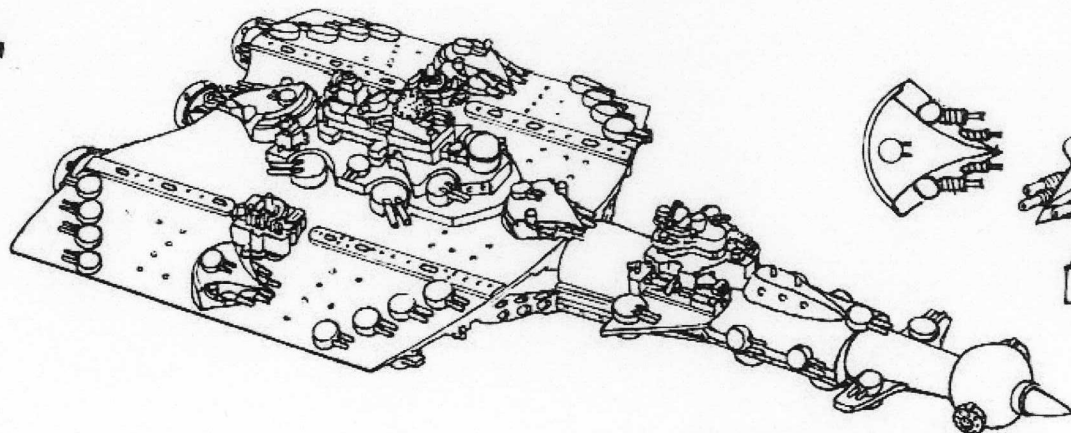
generators make this one of the best protected warships of the Five Powers.

Weaponry: 2 Antimatter missile launchers; 3 quadruple Magnelectric Rifle Turrets; 12 Mammoth Type I medium double lasers; 34 hellpounders

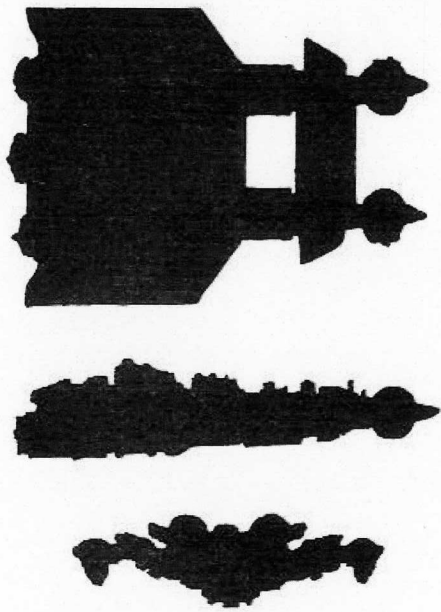
Very little is known about the propulsion and sensor systems employed by the Avarians. Though there is one normal looking sensor pod amidships, it is believed that the massive sphere at the nose of the ship provides major sensor functions.

The propulsion system of the Awls is their closely guarded secret, but it clearly delivers a better power to weight ratio than the other species can match. The afterbody is believed to be occupied almost completely by drive machinery, with the boom containing crew quarters and the major operations areas.

Avarians use large numbers of their superior ships to tightly defend their homeworlds. They usually show little interest in events beyond their own territory. (Their vital help to us humans during the entomalian massacre being a notable exception.) Although three of the five powers have fought the Awls in the past, no one has attacked them in over a decade.



Quadruple
Magnelectric
Rifle



GD EAGLE CLASS

Weight: 775,200 metric tons

Dimensions: Length - 602.2m;
Width 405.5m; Height - 166.6m

Speed: Sublight/hyperdrive

Crew: 450 officers, 2055 enlisted,
750 servotech

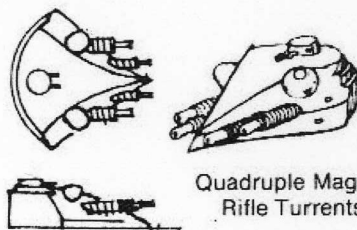
Protection: The Eagle's hull is made of 14cm of Thwartyllium elastic plate. Plasma screen generators stop most attacks before the hull's strength can be tested.

Weaponry: 1 Antimatter missile launcher; 3 quadruple Magnelectric Rifle Turrents; 8 Mannoht Type I medium double lasers; 22 hell-pounders

The Eagle class is the newest addition to the Avarian Fleet. The unique dual necked design allows complete control and sensor functions from either loaction. Damage to either bridge or pod should have little effect on the ship's operation. At this time the craft is untested in battle however.

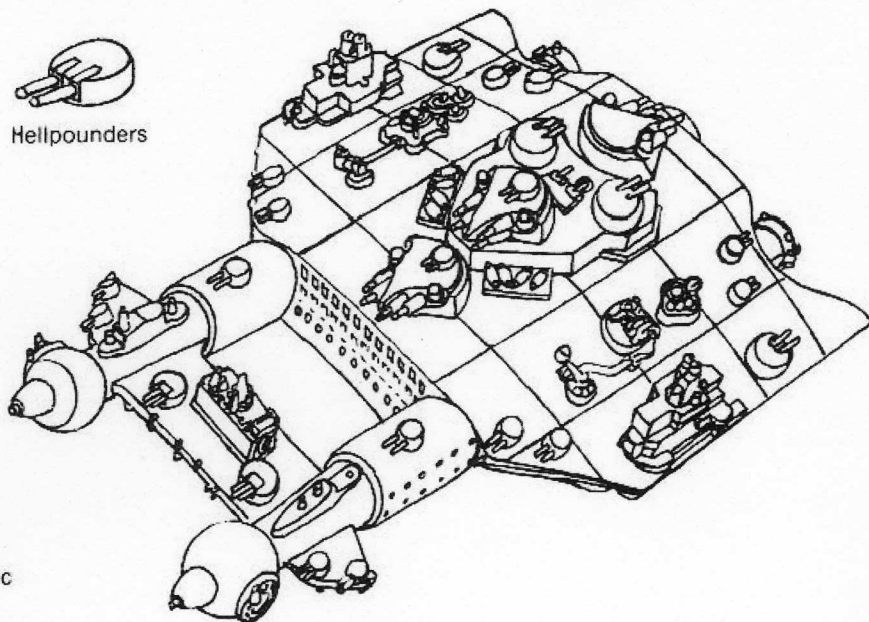
The eight football shaped structures amidships are of unknown function, but they look suspiciously like the dark-matter detectors which have been employed on our Samuari class destroyers.

OGI believes the Eagle class is powered by four or five phased hyperion generators. The wing superstructures, which have been added to this new warship, reinforce our belief that nearly all the



wing interior is occupied by drive machinery.

The Awls are the galaxies oldest spacefaring species. Of the other spacefarers only us humans, the youngest, can be considered their allies. Their many enemies have been content to fight each other for some time now. There can be little doubt that the superior warships of Alliance has been building are the major reason for this period of relative peace.



GB

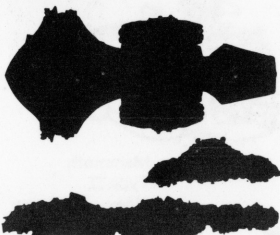
**GB EAGLE
CLASS
GALACTIC
BATTLECRUISER**



SGD



SUPER GALACTIC DREADNOUGHT



POLECAT CLASS

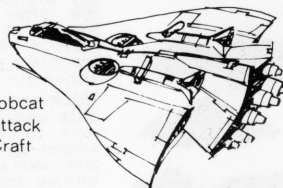
Weight: 935,000 metric tons
Dimensions: 1331.00 x 665.50 x 242.00 meters
Speed: Sublight/hyperdrive
Crew: 225 Cats (Officers), 2,850 EM, 4,200 Robocats, 24 Pilots

Protection: Forced to develop this class after the other galactic powers had ventured into the field. The POLECAT only outclasses the Entomalian SGD "Swarm" class in its capabilities: 3 cm Thermo-plastic hull covering 10 cm of Pyrophyllact plate, plus a mass elemental magnetic field deflection screen coupled with her energy damping beam.

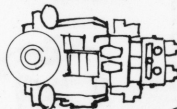
Armament: Three heavy double laser "Katabole" turrets placed fore and aft topside and one underside aft. Eight "Bolide" triple cannon, two medium twin "Bilanx" laser cannon. Forty high velocity implosion weapons sites make up the close-in defense system. Eighteen attack craft operate from the two prominent pods underslung on port and starboard sides amidship.

Machinery: Eight, four million hp thermionic grid emission rocket engines. Power for systems is acquired through solar panels located on top forward of the aft heavy laser turret, coupled with VDG synchrotron chambers for storage and auxiliary power.

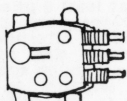
Sensors: Forward nose dome contains long range search and telemetry diffraction transmission sensors. Combat and altazimuth starfighter directors are located atop the port and starboard pods. Four aelotropic cyma coupled abnormal sensors for independent automatic Robocat direction.



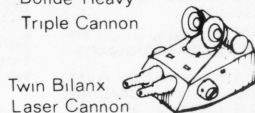
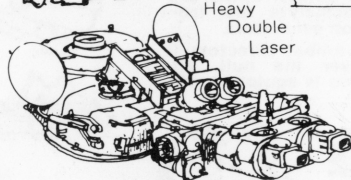
Bobcat
Attack
Craft



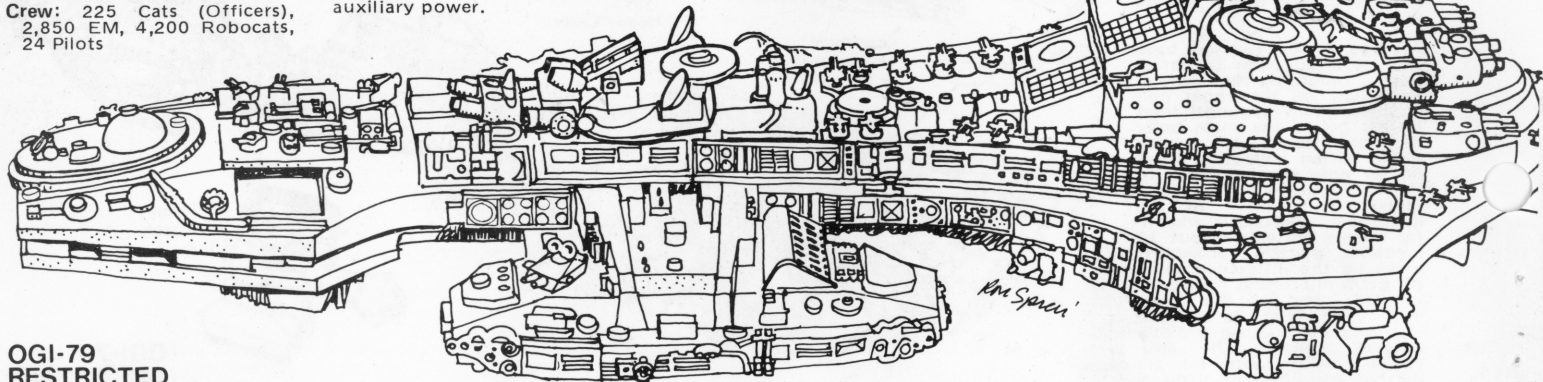
Katabole
Heavy
Double
Laser



Bolide Heavy
Triple Cannon



Twin Bilanx
Laser Cannon



OGI-79
RESTRICTED

GD JAGUAR CLASS

Weight: 2,827,465 metric tons

Dimensions: Length - 1020.0m;
Width 595.0m; Height - 290.0m

Speed: Sublight/hyperdrive

Crew: 650 Cats (officers), 2565
enlisted Cats, 830 Robocats

Protection: Twelve cm of Pyrophyllact plate sandwiched by two three cm layers of Thermoplastic make this the best protected ship ever built by the Carnivorians. It is also equipped with the usual mass elemental field deflection screens.

Weaponry: 9 Bolide Heavy Triple Cannon, 7 Katabole Heavy Double Lasers; 15 Twin Bilanx mounts; 45 high velocity implosion weapons sites plus 12 anti-fighter disruptors make up the close-in defenses. In addition the Jaquar class is believed to carry at least 40 robotic attack craft.

Sensors: Three massive pods, one forward of the bridge, and one below each carrier unit form a long range aelotropic triangulation system. Such a system should have excellent sensitivity. The large number of smaller pods visible are thought to be used to control the robotic attack craft..

This is the newest ship built by the Carnivorian commonwealth. Its similiarity to the Terran Valiant Class is obvious. Like its terran counterpart its command pod can be detached. It is believed that the carrier units can also be detached.

The Jaguar's robotic attack craft should be less susceptible to hell-pounder fire than craft containing biological units and atmospheres, but as yet this has not been combat tested.

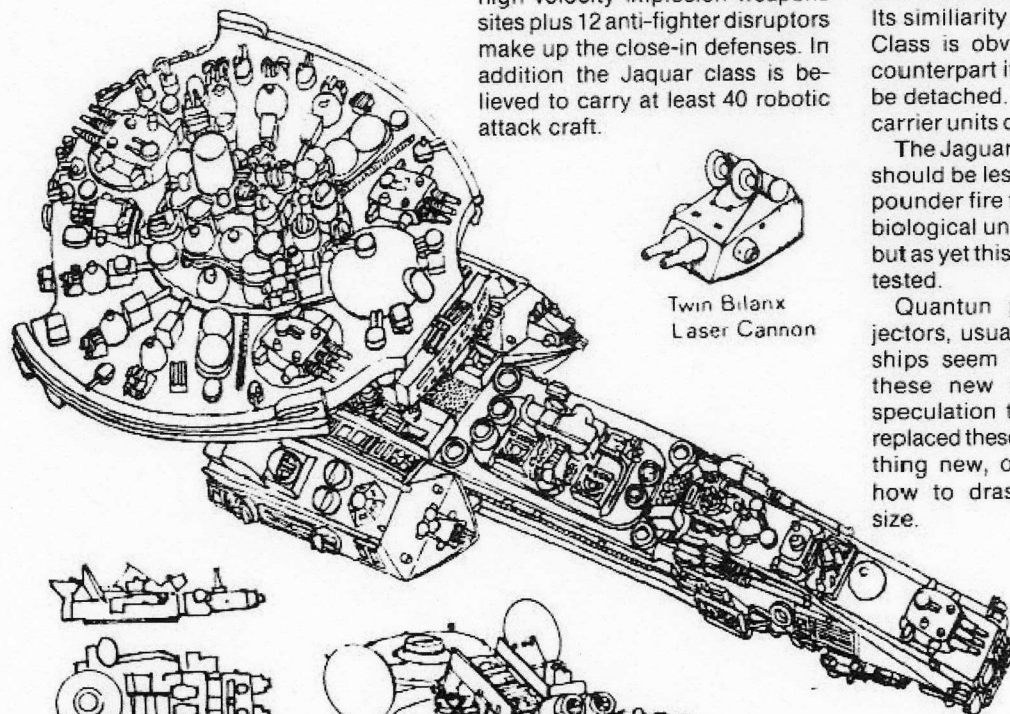
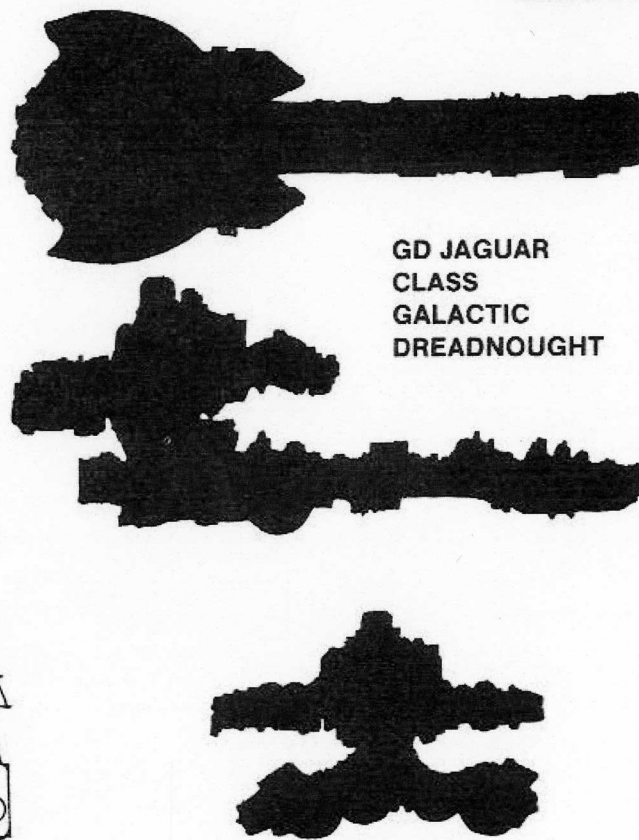
Quantun particle beam projectors, usually fitted to Cat war-ships seem to be missing from these new vessels, leading to speculation that they have either replaced these weapons with something new, or they have learned how to drastically reduce their size.

GD

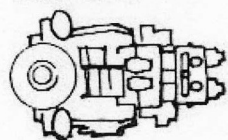
GALACTIC
DREADNOUGHT



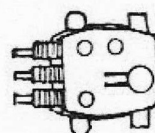
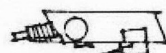
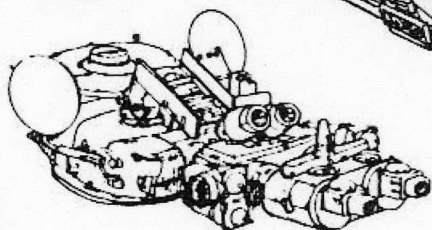
GD JAGUAR
CLASS
GALACTIC
DREADNOUGHT



Twin Bilanx
Laser Cannon



Katabole
Heavy
Double
Laser



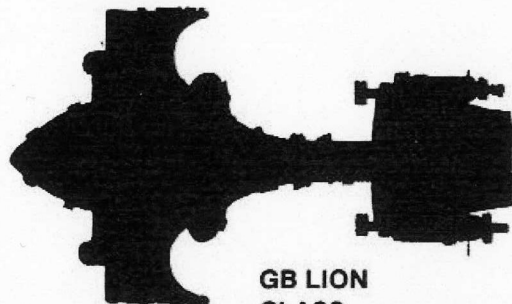
Bolide Heavy
Triple Cannon



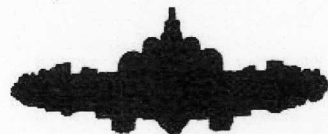
GB



GALACTIC BATTLECRUISER



GB LION
CLASS



Twin Bilanx
Laser Cannon

GB LION CLASS

Weight: 668,200 metric tons

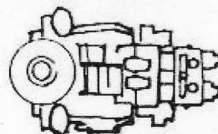
Dimensions: Length - 650.0m;
Width 420.0m; Height - 181.5m

Speed: Sublight/hyperdrive

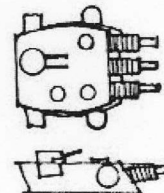
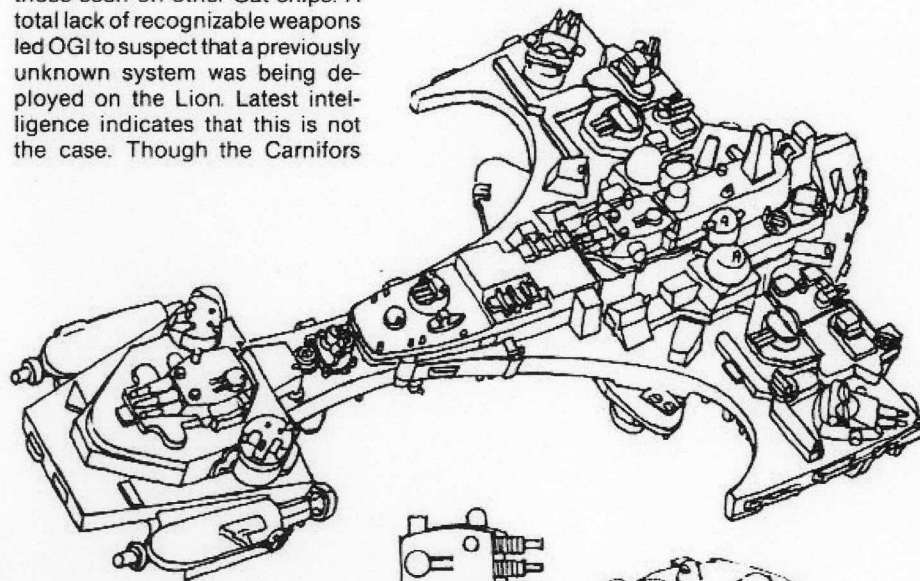
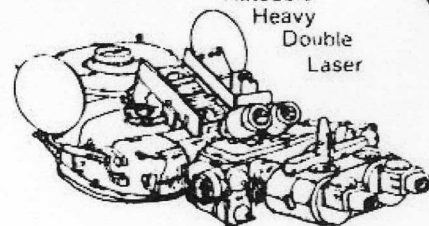
Crew: 472 Cats (officers), 1808
enlisted Cats, 500 robocats

Protection: A mass elemental field
deflection screen is quite effective
against energy weapons. Pyro-
phylact plate 8 cm thick covered
with 3 cm of Thermoplastic form
an 'adequate' hull.

Weaponry: 2 quantum particle
beam projectors; 2 Bolide Heavy
Triple Cannon; 2 Katabole Heavy
Double Lasers; 3 Twin Bilanx
mounts plus 2 heavy implosion
weapons topside are the only anti-
fighter weapons visible. The under-
side seems to be completely with-
out close-in weapons.



Katabole
Heavy
Double
Laser



Bolide Heavy Triple Cannon

Sensors: Four medium size sensor
pods above the aft fuselage and a
similar one beneath the neck are
the only recognizable detection
equipment.

The Lion class almost equals
the firepower of the larger Tiger
class dreadnought, but is definitely
weak in the protection department.
This is the most recent addition to
the Carnivorian fleet. Nearly the
entire underside is filled with
machinery and structures unlike
those seen on other Cat ships. A
total lack of recognizable weapons
led OGI to suspect that a previously
unknown system was being de-
ployed on the Lion. Latest intel-
ligence indicates that this is not
the case. Though the Carnifors

are fiercely intelligent, they often
seem to lack wisdom.

The Cats began building large
numbers of these battle cruisers in
the past few years after an Ento-
malian swarm broke through their
dark-matter minefield and attacked
the Carnivorian homeworld Den.

The Lion class uses standard
thermonic grid emissions engines
and it is believed they are being
used as a perimeter patrol of the
Carnivorian Commonwealth.

SGD

SUPER
GALACTIC
DREADNOUGHT



Xeno
Heavy
Laser

four "Bolus" topside at deck edge and one "Cryo" mount on the underside forward hull. Ten twin "Echo" and nine twin "Silicula" lasers sited mostly topside. Eight torpedo launch ports, four on each side positioned amidship. More than fifty particle and laser positions form the CID. Fifteen "Mosquito" attack craft are carried (lowest number carried of any galactic SGD), one in the ready position on the "Balist" apparatus in the bow. The bow pincer, although of limited use is for ramming and clawing at close quarters.

Machinery: Three massive solar regeneration units, two topside and one underside. Squared solar absorption panels collect energy rays of galactic suns — convert and store for operational and laser fighting power. Six petro-electrical beta reactors power the extensive bank of rocket type booster and sustainer engines and produce eight million megatons of thrust.

Sensors: Two central VAP tracking sensors, four Auris 2b fixed scanners and complimentary guidance sensors. Four image-response intercept beam starfighters directors. Unknown number of magnetic mass laser sensors.

Armament: Four "Xeno" laser turrets, two aligned topside and two in tandem on hull bottom. Five heavy triple lasers,

Echo
Twin
Laser

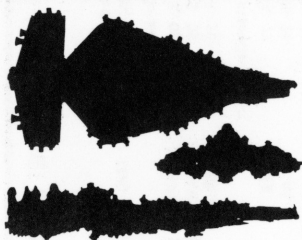
Silicula
Laser

Bolus
Triple
Laser

Mosquito
Attack
Craft

Rn Spore

OGI-79
RESTRICTED



SWARM CLASS

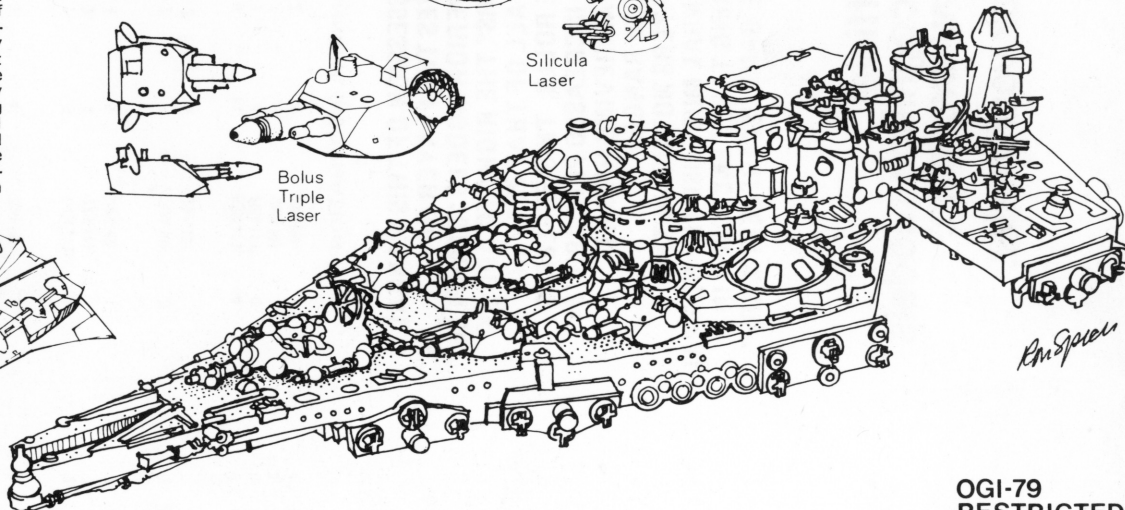
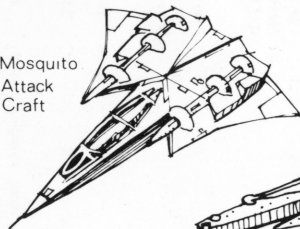
Weight: 975,000 metric tons

Dimensions: 140.20 x 695.75
x 287.38

Speed: Astro-drive/sublight

Crew: 427 Higher Mantis,
7,000 Lower Mantis, 400
Phyladrones

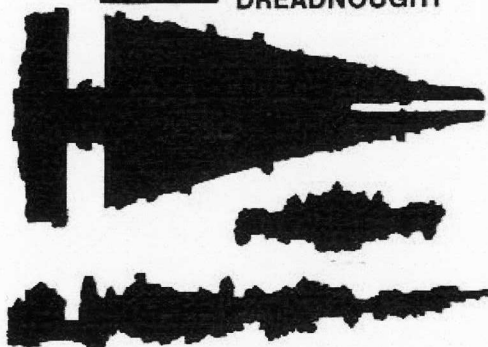
Protection: Impressive as it appears, she is the weakest of this type starship in the galaxies. More than a match for any lesser class of starship, it finds itself at a disadvantage if confronted alone by any other SGD from opposing empires. A double walled hull of 18 cm Duralum reinforced with 3 cm of Athermolite along with her energy damping beam give her more than adequate protection.



GD



GD MANTIS CLASS GALACTIC DREADNOUGHT



GD MANTIS CLASS

Weight: 925,144 metric tons

Dimensions: Length - 835.0m;
Width 442.0m; Height - 209.1m

Speed: Astro-drive, sublight

Crew: 402 Higher Mantis, 6044
Lower Mantis, 310 phyladrones,
1300 sporgs

Weaponry: 6 Echo twin lasers, 8
Bolis triple lasers, 10 torpedo
launch ports. As is usually the
case with BUG warships, they
carry fewer big guns and concen-
trate on hull-breaking cluster
mines, torpedoes, and a huge
pincer with gravitational attractors
below and energy beams mounted
above.

Sensors: The Mantis class uses
eight Auris 2b fixed scanners and
a central VAP tracking sensor.

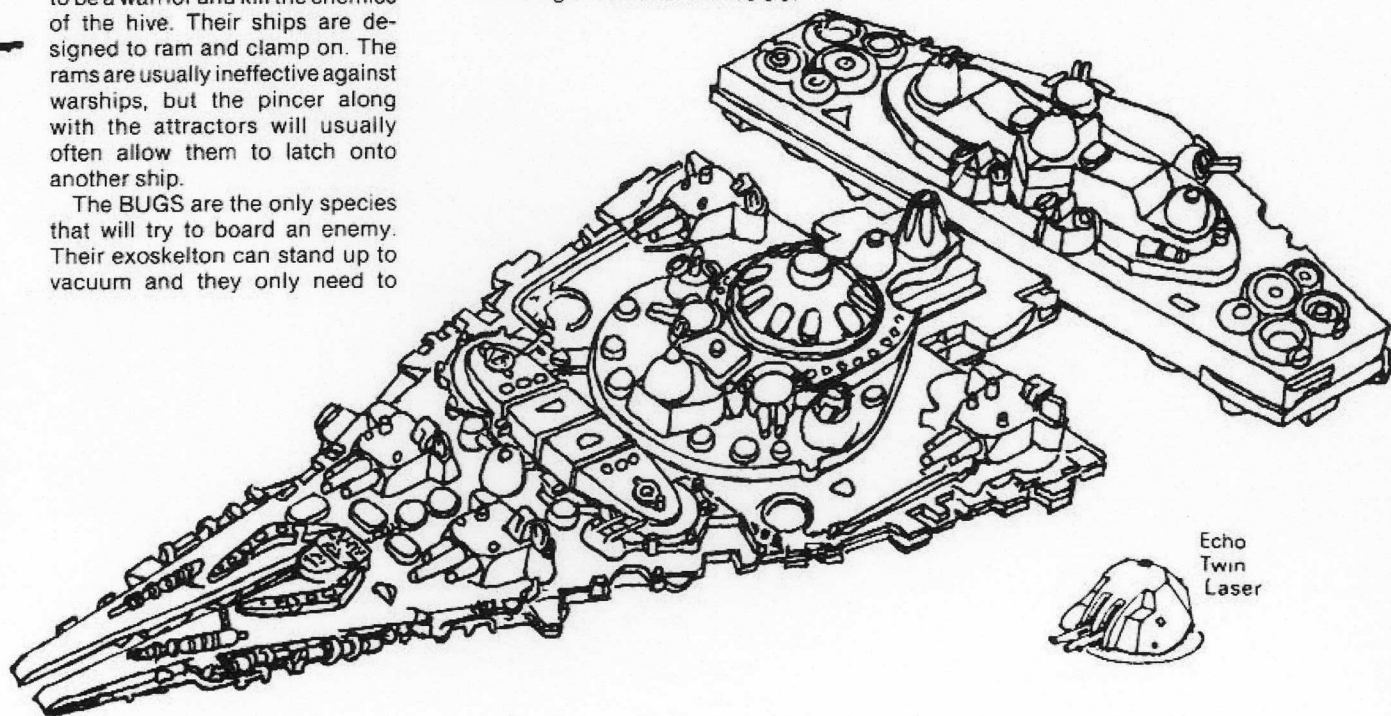
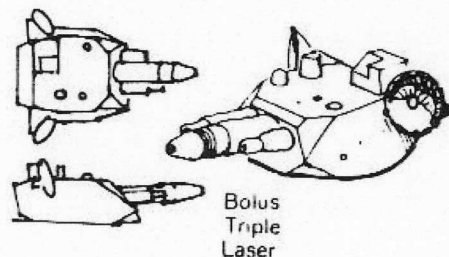
Protection: A hull of 16cm of
Duralum reinforced by 3cm of
Athermolite is definitely weaker
than most warships of the Dread-
nought class. A reasonably effi-
cient energy damping beam sys-
tem helps protect that somewhat
fragile hull.

The Entomalian love to fight.
War is a constant way of life to the
BUGS. They are taught from hatch-
ing that life's greatest aspiration is
to be a warrior and kill the enemies
of the hive. Their ships are de-
signed to ram and clamp on. The
rams are usually ineffective against
warships, but the pincer along with
the attractors will usually
often allow them to latch onto
another ship.

The BUGS are the only species
that will try to board an enemy.
Their exoskeleton can stand up to
vacuum and they only need to

cover their head and thorax with a
scuba-like apparatus. If they can
breach a hull they will swarm
across with their sporgs and
attempt to fight the enemy close-
in where they can use their claws
and stingers, along with their other
weapons.

Sporgs are spiderlike intelligent
animals that the Entomalian train
to do many things. Like their
masters they have a highly poi-
sonous stinger and need even less
equipment to face hard vacuum.
They are even more adept at
crossing a hull than the BUGS.



GB



**GALACTIC
BATTLECRUISER**

GB SCORPION CLASS

Weight: 715,366 metric tons

Dimensions: Length - 640.1m;
Width 442.0m; Height - 209.1m

Speed: SAstro-drive, sublight

Crew: 355 Higher Mantis, 5120
Lower Mantis, 285 phyladrones,
2525 sporgs

Weaponry: 4 Echo twin lasers; 7
Silicula lasers; 20 torpedo launch
ports; An advanced claw-ram with

gravitation attractors and the new
outboard spike-ram.

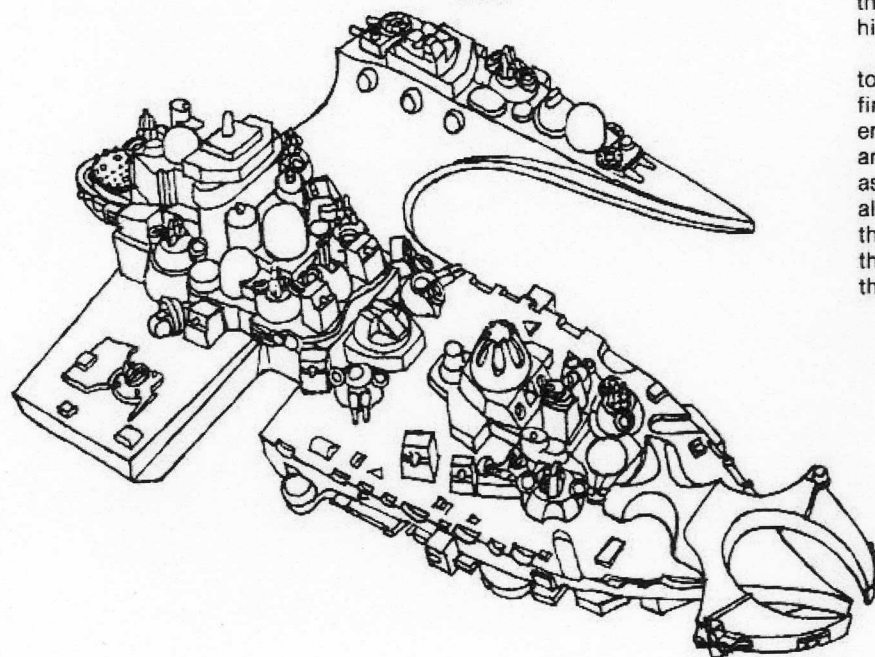
Sensors: The Scorpion class uses
four Auris 3b fixed scanners, and
an enhanced VAP tracking sensor.

Protection: The hull of these ships
is 14cm of Duralum reinforced by
4cm of Athermolite. The claw and
much of the spike are reported to
be solid Athermolite. The BUGS
energy damping beam is the first
line of defence. For its size the
Scorpion class seems better pro-
tected than most Enotmalian war-
ships.

The Scorpion class is the Ento-
malian's latest design effort. The
new claw-ram is much stronger
and with the attractors would be
very difficult to dislodge.

The spike-ram is a real danger
to freighters and liners. Once a
hull has been pierced soldiers and
sporgs will emerge from hatches
within the spike and attack at close
quarters. The spike-ram would not
generally by itself be able to pierce
a modern warship, unless it was
first damaged by other weapons.
The spike can be separated from
the rest of the ship and operated at
high speed, but with limited range.

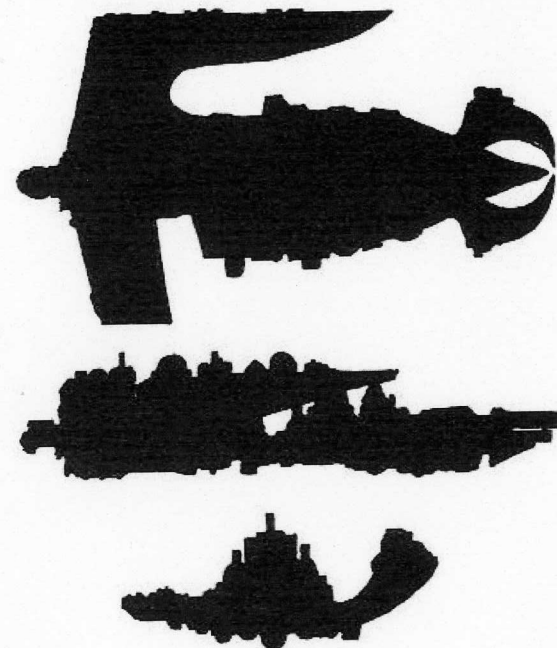
The BUGS consider it cowardly
to stay behind your screens and
fire long range weapons at an
enemy. Their long range lasers
and energy beams are fired often
as they approach a target, but they
always attempt to close. Many of
their ships are destroyed before
they can get close enough to use
their weapons of choice.



Echo
Twin
Laser



Silicula
Laser



**GB SCORPION
CLASS**

Power units & factors for Superior Models newest starships

Order No.	Type Ship	Class	No. in Class	Power Units	Max. Off. Fac.	Add'l. Off. Fac.	Max. Def. Fac.	Add'l. Def. Fac.	CIDS Factor	Attack Craft	Speed	Particle Weapons	Factor	Reloads
Terran Federation														
TS - 08	SS	MORNING STAR	—	90	4	—	5	—	30% (9)	—	1		2	8
TS - 09	SS	STAR FORTRESS												
TS - 10	SDL	SAMURAI	—	38	*3	—	3	—	24% (4)	0			3	8
Entomalian Empire														
ES - 27	SS	WEB												
ES - 28	GB	ROACH	—	56	4	—	6	—	28% (6)	0			2	6
ES - 29	SS	MANDIBLE		80	3		4		20% (8)		1		2	6
Avarian United Worlds														
AS - 47	GAC	VULTURE	—	130	7	—	9	—	54% (13)	36			2	8
AS - 48	SDL	SCREECH OWL	—	36	2		4		22% (4)	—			3	9
AS - 49	SS	EGG		85	4		5		28% (9)		1		2	6
Aquarian Alliance														
WS - 68	SDL	TIGERSHARK	—	30	2	—	4	—	20% (3)	0			2	6
WS - 69	SS	WAVE		80	3		5		25% (8)		1			
Carnivoran Republic														
CS - 87	GD	HELLCAT	—	225	9	—	13	—	60% (23)	4			6	16
CS - 88	GB	TOMCAT	—	110	7	—	8	—	40% (11)	0			6	12
CS - 89	SDL	PUMA	—	38	3	—	3	—	25% (4)	—			4	12
CS - 90	SS	RAT		83	2		4		20% (8)		1		4	12

*ALL VALUES LISTED REFLECT NEW TECHNICAL INFORMATION

FIRING TABLE ATTACKERS SPEED

1 2 3 4 5

**POSSESSION OF THIS MANUAL
GIVES THE PLAYER OF
SUPERIOR MODELS "STARFLEET
WARS" THE RIGHT TO ADD 5%
TO ALL OF THAT PLAYERS
DIE ROLLS. THIS REFLECTS
AN INCREASED PROBABILITY
OF ACHIEVING HITS AT
CLOSE RANGE.
PLAYERS NOT USING THIS
MANUAL MUST USE THE NORMAL
FIRING TABLE ENCLOSED IN
THE GAME "STARFLEET WARS".**

DEFENDERS' SPEED
1
2
3
4
5

1	56	52	48	44	40
2	51	47	43	39	35
3	46	42	38	34	30
4	41	37	33	29	25
5	36	32	28	24	20

**AT 1/2 RANGE FOR
ALL LASER AND
PARTICLE WEAPONS
SUBTRACT 10 FROM
YOUR DIE ROLL**

**Official
recognition models
now available.**

Ask your dealer.